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Abstract

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ROGUE SQUADRON II

Nintendo GameCube coverage hits hyperspeed in this issue with a fleet of GCN snark pecks. *Star Wars Rogue Squadron II: Rogue Leader* preview leads the pack with details on the game's scoring features and cinematic scenes. Discover how the action-packed epic fits into the adventure-filled *Star Wars* universe.

Straight from Tokyo, the scoop from Nintendo's Space World 2007 event is all about upcoming releases for Game Boy Advance and Nintendo GameCube. Cross the Pacific with Nintendo Power and discover what's in store with our exclusive Space World wrap-up. The report includes news on *Flower*, *Animal Forest Plus* and much more.

A screenshot from a game showing a character in a room with ornate walls and a chandelier. The character is wearing a green hat and a red shirt. There is a heart icon and a circular gauge in the bottom left corner.

incredible special effects, perfect play control and the star power of Mario's younger brother make Luigi's Mansion a serene Nintendo GameCube smooch. Spend some time in the mansion with her screen shot-filled preview and find out for yourself why the game was the new-dropsin hit of E3.

Nintendo GameCube's first foray into monkey-themed entertainment is a wild, rollicking time-out spectacular, with misadventures, party games and monkey, monkey, monkey. Find out about monkey pool, monkey bowling and monkey lights when you get your opposable thumbs on our private preview of *Super Monkey Ball*.

VOLUME 149 — OCTOBER 2001

| | |
|------------------------------------|-----|
| Advance Wars | 40 |
| Dragon Warrior Monsters 2 | 72 |
| Lady Sio | 86 |
| Spider-Man: Mysterio's Menace | 100 |
| Disney's Atlantis: The Lost Empire | 108 |

| | |
|--|----|
| The Force Is Strong in This One: | |
| <i>Star Wars Rogue Squadron II: Rogue Leader</i> | 24 |
| Step into the Near Future | |
| <i>Space World 2001</i> | 30 |
| Haunted Hijinx on Nintendo GameCube | |
| <i>Luigi's Mansion</i> | 36 |
| Fire-Breathing Fun | |
| <i>Spyro: Season of Ice</i> | 50 |
| It's Round, Wacky and Full of Monkeys | |
| <i>Super Monkey Ball</i> | 56 |
| Nintendo GameCube Makes a Splash | |
| <i>Wave Race: Blue Storm</i> | 66 |
| A Shining RPG for GBA | |
| <i>Golden Sun</i> | 80 |

| | |
|------------------------|-----|
| Player's Pulse | 8 |
| Game Watch | 14 |
| Nintendo Online | 20 |
| Classified Information | 52 |
| Counselors' Corner | 62 |
| Pokécenter | 94 |
| Player's Poll Contest | 98 |
| Game Boy a-Go-Go | 112 |
| Now Playing | 122 |
| Next Issue | 128 |

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PLAYER'S PULSE



Boo! Did we scare you? Probably not, but there are a number of games that seem to do the trick—and to our surprise, the eerie fellow who inspired the most letters was a certain salesman from Majora's Mask: The White Awe. Right Away frightMist is in maximum overdrive, so grab a flashlight and dive in.

BUMP IN THE NIGHT

I'd say that the Skulltula from Majora's Mask are the scariest creatures I've ever seen. It's freaky when you're walking alone and a bog spider suddenly drops on your head!

Christin Rhady
Creswood, KY



The thing that haunts my dreams is the Happy Mask Salesman in Majora's Mask. He's got sharp teeth and piercing eyes, and he always hangs out in the shadows with a creepy song echoing in the background. That's one messed-up dude.

Anonymous
Via the Internet

The freakiest boss ever was the thing from Super C. It's no scary, I can't even remember its name.

Jay Rhys
Via Mail

You mean Red Falcon? Cops, we should have whispered that one.

The scariest monsters are always zombies. They're

even more freaky than my Spanish teacher. You know what would be really scary? Zombies that give you the urge to study Spanish.

Andy Tarvo
Via the Internet
My Spanish! Zombies me están tratando de dar mucha tarea!

What about Tingle from the Zelda games? He's a 35-year-old man who thinks he's a fairy, shoots "Tingle, Tingle, Koo-loo-kimpah," throws confetti on you and waits for someone to shoot his balloon so he can sell them a map. I don't know about that.

Nathan Elliot
Columbus, WI



The freakiest character has to be Mother Brain. I mean, it's an enormous, drooling, missile-firing, beam-shooting, bulbous-eyed, smuggle-fingered, mutated, demonic brain on a 30-foot-tall, horribly twisted mechanical body!

Brandon Sobel
Piquette, NE

When I first started playing Ocean of Time, I didn't know anything about the enemies. The first time I saw a RedDead and heard it scream, I was really scared! Now I won't go through



Chris Nolt
Clearwater, MN

LETTER OF THE MONTH

The most frightening characters in Nintendo history are the Moblins from Ocean of Time. I was walking along when BAM!—a Moblin leaped out of the hedges and charged at me with a huge spear. That scared me out of my socks! It's all fun and games until someone puts an eye out with that thing.

Jason Malcolim
Via the Internet

If you think that's scary, check out our *Luigi's Mission* preview on page 16! But if you want to experience the rampaging Moblins for yourself, head for the Forest Temple in Ocean of Time after becoming an adult. We don't know what's worse—seeing a Moblin charge at you or having it suddenly appear **BEHIND YOU**. Shudder.

What about Banjo-Kazooie? When you lose all your lives, Grumpy steps out of her machine and looks pretty, but Tooty looks like an ugly beast! That was spooky!

Michael Rudelski
Leavenworth, KS



The scariest moment is when you make it to the last boss and realize that you've forgotten to stock up on health items or pick up an important weapon.

Dan Brown
Timonium, MD

The scariest character? It's gotta be the Great Fairy from Ocean of Time. I mean, what kind of fairy shoots out of the water and screams like a psycho? Have you seen the way Link looks at her? He has a starred look on his face. "Dude, what's going on?!"

Charles Tyrone
Via the Internet



I think the most frightening characters are Waria, Waluigi

and Vladi Divac from NBA Showtime.

Sean Moyshehan
Tacoma, AZ

Um... Vladi Divac? Sure, he's pretty tall and somewhat hairy, but come on!

The scariest Nintendo scene is in Harvest Moon 64. If you leave your cows in the rain, they bark out.

Claire McCleary
Via Mail

Thanks for all the memories. Now we probably won't sleep for weeks!

UP, UP AND AWAY

I'm going on a trip to Newfoundland, and I'll be flying. It's about an eight-hour trip, so I plan to bring my GBA. But I was wondering if it's safe to bring my GBA on the plane. If I play a game, will it send out radio waves that interfere with the plane's controls?

Trevin Anderson
Via the Internet

All major airlines ask their passengers to turn off handheld devices, including cell phones, pagers, laptops, computers and Game Boy Advances, during takeoffs and landings. It's more of a just-in-case precaution than anything else. Once you're in the air, however, you can play to your heart's content—but you might have to share with curious onlookers!

ANSWER UNKNOWN

In Pokémon Crystal the Unown look like the English alphabet. I was wondering if the Japanese version has over 1,800 Unown to match their alphabet?

Anonymous
Via the Internet

You're right about the Japanese alphabet—it has a lot of characters. In fact, Japanese is written using three different alphabets. That explains why it sometimes takes a while to import Japanese games to other countries—the translation process can take months. The Unown, however, look exactly the same no matter your Game Boy's country of origin.

BASIC CABLES

In Volume 147, you showed a picture of the GCN from the back. There is a slot for a regular audio/video cable and a second one for a digital video cable. What's the difference? Does it improve the graphics or what?

Anonymous
Via the Internet



The digital audio/video cable will provide improved picture and sound—but only if your television has the proper hookup. If your TV is more than three or four years old, you're probably out of luck.

LINK'S RETURN

I've been a huge fan of Zelda for a long, long time, and think that a Legend of Zelda title on Nintendo GameCube would be the best of the series. Mr. Miyamoto has always put an ultimate effort into these games, and I know the GCN will be able to display massive landscapes, detailed villages and huge, complex dungeons. I can't

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wait! Is there a planned release date?

Hofner Mauer
Via the Internet
The release of a new Legend of Zelda game for the GCN has, indeed, been announced for late 2002, and the latest information from Space World indicates that it will sport a more cartoonish look than Ocarina of Time and Majora's Mask. We're also learned that the GCN will launch in North America on November 18th, not the 5th as previously announced. The ge-

tern launch colors will be Jet Black and Indigo, while the Controllers will come in Indigo, Transparent Indigo, Speed (orange) and Jet Black. Check out Game Watch, which begins on page 14, for your first look at the new colors.

SUPER MOVIE-O BROS.

Every time the Super Mario Bros. movie gets mentioned in Nintendo Power, you insult it. Every single time! I know—I've been keeping count. I like that movie! There-

fore, I would like your magazine to say one good thing about Super Mario Bros. If you would say one good thing, just one good thing, I would feel better.

Jacob
Via the Internet
Well, it's only 37 minutes long. That's a good thing.

COVER STORIES

What was the weirdest thing Nintendo Power ever put on its cover?

Preston Chang
Via the Internet
Castlevania 2: Simon's Quest was the cover story for NP's second issue, so we dressed a long-haired, blonde man in a cheesy costume, gave him a sword and Dracula's severed head to hold and took a picture. That's about as weird as it gets at NP.



PAC A LUNCH

When you were talking about the Ms. Pac-Man game in Namco Museum for Game Boy Advance, I noticed that the four ghosts were named Inky, Blinky, Pinky and Sue. I thought it used to be Inky, Blinky, Pinky and Clyde.

Anonymous
Via the Internet

Clyde was a member of the ghostly foreman in Pac-Man, the first of many games in the long-running series. He was later replaced by Sue so that Ms. Pac-Man could have a female adversary.

ZELDA ON THE TUBE?

Hey! Wasn't there a Legend of Zelda cartoon on television some years ago? I think I once saw an episode where Link was being chased by somebody and he was trying to get away or something. If there really was such a cartoon, could you tell me when it aired?

Matt Bassini
Bakersfield, CA
Yeah, the infamous "somebody chasing something" episode was actually our favorite. But as for your question, yes, there was a Zelda cartoon. Creatively titled "The Legend of Zelda," it debuted with "The Super Mario Bros. Super Show" in 1989 and ran for only 13 episodes. It was aimed in conjunction with another Nintendo-related cartoon, "Captain N: The Game Master."

DO THE WAVE

Hey Nintendo! Keep up the good word! Here's my question: There's no doubt that I'll buy a GCN, but if I were to purchase four wireless Wavebird Controllers to play Super Smash Bros. Melee, would there be any miscommunication between the Controllers? Would you control two characters at the same time? How does that work? Thanks.

Luke Boswell
Via the Internet

ARENA BOSS CHALLENGE

We've come up with a diabolical challenge for the Arena this month. Below, we've listed 10 bosses from famous (and not-so-famous) Nintendo games of yore. See if you can tell us which game they appeared in. We've included the system each game appeared on, as well as a couple of screen shots to get you started. Send answers to the address at the bottom of page nine, and be sure to write "Arena" on your letter or e-mail. We'll print a list of winners in the December issue.

- | | |
|--------------------------|--------------------|
| 1. Orochi (GBC/NES) | 6. Bulzeeb (NG4) |
| 2. Nizbel (SNES) | 7. Mr. Patch (NG4) |
| 3. Big Blag (NES/SNES) | 8. Grendel (NG4) |
| 4. Evil Mani Mani (SNES) | 9. Golgoth (NG4) |
| 5. Shede Man (SNES) | 10. Gouriki (NG4) |



A GUIDING FORCE

How do you decide which games get Player's Guides and which don't? Is it based on difficulty, the company who makes the game, or something else?

Alex Skouldis
Via the Internet

Every wireless Wavebird has its own receiver unit that plugs into the GCN. The Controller communicates with its receiver via radio waves. Each of the receivers is set to a slightly different radio frequency, so no two Controllers will interact. The technology is similar to that used in a garage door opener—an opener will work with only one particular garage. You can drive around town pointing at every garage you see and clicking madly, but it won't do you any good.

We consider many factors when deciding which games will receive the guide treatment. You nailed an important one when you mentioned difficulty. A game has to be reasonably tough to warrant a guide. Also, the game needs to lend itself to the kinds of tips and tricks you'll find in a guide. A game like Tetris, for example, requires timing and coordination but little strategy, so a guide wouldn't be particularly helpful. And, finally, we take into account how popular we think a game will become.



BORROW ALONG

In Majora's Mask there are lots of cow statues with bobbing heads. They are everywhere in Clock Town. If you roll into the closest wall, their little heads start bobbing like crazy. It's fun, but why are they there?

Felicia Hawn
Via the Internet
Clock Town doesn't have a baseball team, so its defenders have to make do with bobble-headed boxers instead of players.

WRITE AWAY RIGHT AWAY

Sequels have always been part of the gaming world and we want to know what you think. Do you enjoy revisiting a favorite game in a new way, or do you want only original quests? What are your favorite and least favorite sequels? And check out the Power Chart—are we right on or way off? Send comments to the address at the bottom of page nine.

Another Majora addy is that Clock Town has lots of cow dolls but no cows, while Rauri Rauri has cows but no dolls.



A SMASH HIT

I'm really interested in Super Smash Bros. Melee for the GCN. Could you tell me the names of all the weapons and items, all the levels you can fight on and all the secret characters? Thanks!

Anonymous
Via the Internet
Sure, we'll be happy to! The secret characters in Super Smash Bros. Melee are... well, shake. We're out of room! Look for a detailed preview in an upcoming issue.

Boxer Art Provided By:

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POWER CHART

We're devoting this month's Power Chart to 10 sequels that surpass the original. The humble pros at NP chose the list, but there's lots of room for debate. Was Toole better than Knazoo? And how can anything beat the original Super Mario Bros.? Check out Write Away, Right Away to add your two cents.

SUPER SEQUELS

1. Mario Party II
2. Banjo-Toole
3. Rush 2049
4. Breath of Fire II
5. Dragon Warrior III
6. Gauntlet Legends
7. Super Mario Bros. 3
8. Zelda: A Link to the Past
9. Ogre Battle 64: Person of Lordly Caliber
10. Tony Hawk's Pro Skater 2



ARTIST'S GALLERY

A bright, bold Crono and a smirking Waluigi highlight the Artist's Gallery this month. Be sure to write your name and address on the back of any art you send us, and always use color in your work. Ink and pencil drawings don't show up well in the mag. Finally, don't forget to send your art showcasing rare and overlooked games. We'll print our favorites in the December issue.



Clay Lu • Sumner, Georgia



Kevin Turlings • Richmond, British Columbia



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Matthew Hamburg • Katy, Texas



Michelle Straub • Wilkesboro, Wisconsin



"The JSS was a great experience because it was an interesting date shop between playing in tournaments and the Pro Tour."

BRIAN SUTTON, PRO TOUR MAGDO PLAYER

"The JSS Championship tournament was definitely a character builder for me the two years I competed in it."

THOMAS REILLY, PRO TOUR MAGDO PLAYER

"The JSS really gave me a chance to compete before I was ready for pro-level competition."

CAROL SCHWAB, PRO TOUR MAGDO PLAYER

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GAME WATCH

THE ONLY INSIDE SOURCE FOR ALL NINTENDO NEWS

THIS MONTH

Return Vengeance



Merry Pottier & the Sorcerer's Stone



Mach Profane



Devo Micro Freestyle BMX 2



Also this month:

Toy Hawk's Pro Skater 3
Beating Heart
Soul Calibur 2
Sports Illustrated for Kids Baseball
Dewey Kang Racing

WARIO LAND 4

FINAL NORTH AMERICAN LAUNCH PLANS FOR GCN

Americans, mark your calendars. Nintendo of America has finalized plans for launching the powerful Nintendo GameCube console in the United States and Canada. On November 18th, 700,000 GCN units will be available in two colors. (Hoping to avoid the problems that competitors have faced at launch, Nintendo decided to delay the launch by two weeks and increase the number of available GCN consoles by more than 25%. An additional 200,000 Nintendo GameCube consoles will be available by the busiest shopping weekend of the year as a result of the slight delay. The suggested retail price of \$99.95 remains unchanged. Supplies of the first GCN games will also be higher than if the system had launched earlier in the month.

Nintendo GameCube will first appear in the North American market in Jet (black) and Indigo (blue) versions. In Japan, a third color, called Spice (orange), will be available. Separate Controllers in North America will be available in Jet, Indigo and Spice at a suggested retail price of \$34.95. Launch titles from Nintendo include Luigi's Mansion and Wave Race: Blue Storm. Minion will be released just one day after the launch on November 19th. All three games carry a

suggested retail price of \$49.95. Gamers should look for Super Smash Bros. Melee and Eternal Darkness: Sanity's Requiem on December 3rd. Many third-party publishers also plan to meet the launch target with their games. Star Wars Rogue Squadron II: Rogue Leader, Super Monkey Ball, Madden NFL 2002, SSX Tricky, FIFA Soccer 2002, NHL Hitz 2002, NFL Blitz 2002, All-Star Baseball 2002, Dave Mirra Freestyle BMX 2, Extreme-G 3 Racing, NFL Quarterback Club 2002 and Crazy Taxi are all planned launch titles. That's the best lineup in Nintendo console launch history, and Activision, Ubi Soft, Kemco, Interplay and other publishers are working around the clock to bring you the most impressive first-generation library of games ever seen on a home console.



WARIO GOES FOR THE GOLD

When Wario stumbles upon a golden pyramid in the jungle, he can't help but charge right in to explore the amazing find and search for treasure. That's how Wario's fourth adventure begins. Remarkable graphics and excellent sound set the stage for Wario's first performance on Game Boy Advance, and the game play in Wario Land 4 is just as freaky and fun as every preceding Wario journey has been to date.

THE RICHES OF WARIO

Virtually all of Wario's considerable abilities are available to you right from the start in the Hall of Hieroglyphs. Wario's patented charge, stomp, throwing moves, crawl, slide and punch are demonstrated in hieroglyphs on the walls to teach newbies

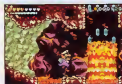
how to get around. Although Wario is bent on getting rich, players have to find four gems then find the key to the next stage and race to the exit after hitting a timer. At the core of the pyramid are four tunnels leading to four big worlds that Wario must clear before heading off to meet the big boss. As always, Wario takes on silly forms. Among his other skills, he can fly like a bat, blimp up like a balloon and flatten out like a pancake. There are puzzles, boss fights, races against the clock and much more.



minigame costs a pretty penny to enter. You can visit an item shop, as well, and stock up on useful stuff, such as an Apple Bomb, a Blast Cannon, a Visorman, a Bugle or a Smile. You'll need to collect special medals that allow you to use the special items, however.

MONEY TALKS

With all the talk about Nintendo GameCube, it might be easy to ignore what's happening this fall with Game Boy Advance, but that would be a mistake. Wario Land 4 is one of the best platformers yet for Nintendo's advanced handheld. It features some of the best sound and music of any GBA title so far, and it looks like a million bucks. Keep an eye out for Wario to hit the stores during the busy holiday shopping season at the end of November. You'll be glad you did.



MINIFUN MADNESS

Between treasure hunting stages, Wario can earn points in the minigames. Try your hand at such activities as Wario's Homerun Derby, The Wario Hop and Wario's Roulette, but keep in mind that you have to spend money to play. Each

SHOW HIM THE MONEY...

FIRST PLAY

HANDS-ON PREVIEWS OF UPCOMING GAMES

UBI MEANS FUN IN THE SUN

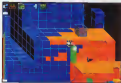
In early August, Ubi Soft held a gaming day in Hawaii to showcase its upcoming games for the fall and 2002. In an earlier announcement, Ubi stated that 19 Nintendo GameCube titles were in the works but identified just three. Development versions of *Batman: Vengeance* and *Tarzan: Untamed* are impressive. Both are powered by the Open Spaces gaming engine—the same engine that drives Disney's *Donald Duck: Goin' Quackers*. *Tarzan: Untamed* combines extreme sports misadventure with a 3-D platformer. The extreme elements include bungee jumping, surfing and water skiing. The goals are to collect animal helpers and to save the apes.

Batman: Vengeance is based on the New Batman Adventures animated series, and the game graphics in the 3-D world look surprisingly sharp and sophisticated. Game play merges all over Gotham, featuring hand-to-hand combat in arenas with rotating cameras, the Dark Knight's cool

vehicles and even cooler gadgets, such as the Batgrapple, Batscope and Batwing. Ubi Soft plans to release both GCN games by the end of 2001 or in early 2002.

Batman is Ubi's impressive GBA follow-up to *Rayman Advance*. It's a racing game set in a weird world of cubicles and isometric 3-D perspectives. Players scramble to the finish line along with competing Bats, meeting fiendish traps and enemies along the way. You can blow up the competition with missiles or rely on countless obstacles to slow down your fellow racers. Such options make Batman something of a Kart-style game,

although the graphics are about as far from Mario Kart as you can get. Batman is a solid game that should raise some eyebrows when it's released in the fall.



TONY'S TANTALIZING TREAT

Game series that pack excitement and quality into every new version, like Tony Hawk's Pro Skater, are rare beasts indeed. So it is with real pleasure that Game Watch announces the impending release of Tony Hawk's Pro Skater 3 for Nintendo GameCube. And the most amazing part of the story is that Activision may launch the monster boarder by the end of the year. The first-ever screen shots for THPS3 for GCN show the incredible graphics. The game will also contain 13 pro skaters, truly massive levels of real world locations, a spectacular new Career Mode and awesome rewards.



SPACE WORLD OVERFLOW

We didn't have enough space in the Space World 2001 article to show you all the great images from the show. So, we're dedicating the Game Watch Gallery to highlights from the video reel. The eye candy looks as tasty as any show that was playable at the show, but the games featured in video clips only won't feed your GCN appetite until sometime in 2002 or beyond. The shots of Metroid Prime reveal elements of play control, not to mention

one-of-this-world graphics. Doshin the Giant is a weird sort of RPG. Controlling giant Doshin, players help or hinder the people of an island. You can raise mountains or raise a ruckus. In Donkey Kong Racing from Rare, players head for the checkered flag riding Rambi the Rhino, Enguarde the Swordfish and other weird critters. Disney's Mickey for GCN, Soul Calibur 2 from Namco and 1080° Snowboarding for GCN round out the list.



1080° Snowboarding for GCN



Metroid Prime



Disney's Mickey for GCN



Donkey Kong Racing



Soul Calibur 2



Doshin the Giant

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BREAKING NEWS IN THE WORLD OF GAMES

Namco hasn't made an official announcement on Nintendo GameCube projects for North America yet, but the Japanese parent company recently announced that its major titles would appear on GCN in the future. Two of the earliest projects will ring bells for fighting and racing fans. *Soul Calibur 2* and *Ridge Racer* are headed to Nintendo's next-gen camp. The amazing footage of *Soul Calibur 2* shown at Space World was almost enough to make you



THE MAGIC OF HARRY POTTER

Nancy Potter & the Sorcerer's Stone

EA's *Harry Potter and the Sorcerer's Stone* carefully follows the first novel in the *Harry Potter* series. The hands-on version that we saw at Game Watch was nearing completion and looked very promising. Players will attend classes, such as Defense against the Dark Arts. You'll learn to cast spells then move on to class challenge action sequences. There's adventure, danger, humor and all the great characters from the book and movie. We'll have a preview of *Harry Potter* next month.

BAM! Entertainment has put together a 3-D baseball game for Game Boy Advance with the Sports Illustrated for Kids license.

The license may not bring anything but recognition to the game—the teams and players are fictitious, so you won't find Barry Bonds or Ichiro in the game. You can build your own team and even play against friends in Season or Exhibition games.

The 3-D system gives you more realism than you would find in most handheld baseball games, but the play is limited to a few strategic options and play control is slow, making the game less of a simulation and more of a simple diversion for young players. The name, *Sports Illustrated for Kids Baseball*, says it all.



Boxing Fever for GBA from Majesco is an arcade-style boxing game that features fictional pugilists in bouts around the world. Player characters appear only as a pair of boxing gloves, but their opponents appear as



large characters (and good targets) on the screen. The five modes include Single Event, Championship, Survival, Two-Player Fight and Training. It's easy to pick up and get into the fight, but it may take some training to win the championship. Majesco should have *Boxing Fever* ready to be released by October or November.

Pocky & Rocky with Becky is Natsume's first Guest Boy Advance game, but Super NES fans will remember an earlier Pocky & Rocky



title from years ago. Those players will be reminded of the action-oriented game play of the original PS&R if they pick up the new GBA adventure. It's a refreshingly simple adventure for all ages, and Natsume hopes to release the game in November.

Kernco's *Phalanx* for Game Boy Advance is a quick and clean space shooter for everyone. Good graphics and precise play control

make for a winning combination. **Mech Platoon** is an even bigger sci-fi strategy game for GBA from Kemco. Players build and command units, collect raw materials and battle alien troops *StarCraft*-style. There are tons of missions and surprisingly good graphics.

REMARK 4.15

| | | | |
|--------------------------|-------------------------------|--------------------------------|------------------------|
| BARNEY-RIZZUTO | KIMMY POTVIN AND | SHAWN FLEMING | PHIL SNOOK/WHITES |
| QUINCY'S REVENGE | THE LONCHERON'S STORY | | |
| | WRESTLING FAN'S ISLAND ATTACK | | |
| BRANDY REID | THE BARBARIC 20 | LOREN | THE REDEMPTION ADVANCE |
| DECADE OF FEAR | LAND BEYOND TIME | SPRINGBORN'S ADVANCEMENT | |
| CHERISH'S PALACE | LODD MACHES II | SPORTS ILLUSTRATED ON HIGHER | |
| CLARENCE HARRICOTT | MAJORS: LOST IN TIME | SPORTS ILLUSTRATED ON FOOTBALL | |
| QUINCY'S LABORATORY | MAJORITY'S PRO BEAM | SPYING: SEASON OF ICE | |
| QUEST FOR PEARL | | SUPER MAR MAR MARS 3 | |
| HERNAN'S LITANIES | METROTRIP | THE ARABIC WORLD | |
| THE LOST DANCERS | MIKE MORGAN | TACTICS: ONCE | |
| DE COBOUTT CRUISE | JOHNSTON'S INC. | TERRAIN ADVANCE | |
| DOWN | MIKE GUTZ 20-02 | THEY'RE FIGHTING | |
| SHOOT | PAINTBALL | TIME TIME | |
| ICKS VS. SEVEN | PLANNET MACHINES | TIME TONING (2 TITLES) | |
| POCKY AND HENRY | PLANNET MACHINES | WORLD LAME 4 | |
| MYSELF: AN AMERICAN TAIL | PROJECT ROCKET WITH BEET | WORLD WRESTLING FEDERATION | |
| THEI DREAMERS | PROMPTIFY GIRLS | W-WALL: BORN OF APOCALYPSIS | |
| THEI QUANTUMS | PROMPTIFY GIRLS | YOUNG'S ISLAND | |
| PROCESSION'S ADVENTURE | PROJECT POWER | YOUNG'S STORY | |
| THEY OF THE FROG | PROJECT POWER | TO GO ON | |
| GOLDEN SH | SARAH LOUISE | | |

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REGISTRATION OF THE COMPANY

2014-2015 FISCAL YEAR REQUEST

HARRY POTTER AND THE SORCERER'S STONE **HAO!-HAO! KEEPER'S QUEST** **VENI! THE WITCH**
THE SORCERER'S STONE **WAGA WAGA EXTREME 2** **THE WORLD IS NOT ENOUGH**

Acclaim has a special treat for BMX fans. Dave Mirra will bring his high-wheeling excitement to GCN this November when Dave Mirra Freestyle BMX 2 is launched.



JumpStart series of education titles in the PC market, Knowledge Adventure plans to expand to GBC this fall beginning with *JumpStart Dino Adventure Field Trip*. The platform game will cover important early education topics, such as letters, numbers, shapes and pattern recognition.

Konami has announced the development of *Zone of the Enders 1175*, Testament for GBA, in which players control an army of fighting vehicles and giant robot LEVs in a 2-D, turn-based action game. Players can upgrade and customize units between turns.

From Titus comes news of a new sales program that can benefit gamers. The 2XS program covers all of Titus's GBC games, including *Hercules*, *Rox*, *Xena*, *Hands of Time*, *Top Gun*, *Robocop* and *3-D Pool All-Stars*. To get free stuff and games from Titus, you'll have to purchase two 2XS games then send Titus the UPC codes. Check out Titus's website at www.titus.com.

NP is keeping a close watch on some upcoming games, including *Planet of the Apes* for GBC from Ubi Soft, *Yu-Gi-Oh* (the hit card and video game in Japan) from Konami and *NFL Blitz Special Edition* for the N64 from Midway.



Additionally, the site will give you details on Cube Clubs, a series of live events that are taking place in



It's information about GCN that's craving, you can whet your appetite for the only official online Nintendo GameCube news source: nintendo.com or nintendogamecube.com.

SPACE WORLD

A huge number of visitors logged on to official Nintendo websites in July for a total of more than nine million visits and 60 million page views. This issue's Hit List reveals the Nintendo game sites that saw the most traffic for the month—popular sites that get more popular as time goes by.

Your high-speed accomplishments in **2005/06 Microsoft Velocity** against network machines, such as the **illy Joker** and the **Fighting Corset** The Jet Verifier, is the robot code alive and elusive machine of the fleet. If you don't have the time to unlock the Velocity in the championship race 355 times, you can earn it with a special hint: once a month password. Check out gameboy.com in the coming weeks for more details on where and when the password decoder will be available.

OUTERWEAR WEBSITE LIST

pokemonnap.com
pokemonstadium.com
radiorekko.com
ridgeracer64.com
roque.nintendo.com
smashbros.com
starcraft64.com
starfox64.com
swracer.n64.com
tbtumble.com
wellsjl.com
werioend3.com
yorbistory.com
zelda.com

When you see the NP logo next to a tip or game preview in Nintendo Power, it means you can get more info on nintendopower.com



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It's the world of Nintendo. And it's yours, by heading to Wal-Mart, where all the latest Nintendo games and accessories are available at Every Day Low Prices. **Yes, this is your world. Get ready to rule.**



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Game Boy Advance Fuchala
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Super Mario™ Advance
52996


 Mario Kart® Super Circuit
 \$29.96



F-Zero[®]
Maximum Velocity
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Advance Wars®
\$29.95

GAME BOY ADVANCE
Game Boy Advance
AC Adapter Set
\$19.94

Game Boy Advance
Game Link Cable
\$9.94

GAME BOY COLOR
Pokemon Crystal Version
\$27.88



ESRB Rating System
Entertainment Software Ratings System

| | |
|---|--|
|  Early Childhood |  Everyone |
|  Teen |  Mature |
|  Adults Only |  Rating Pending |



Nintendo GameCube
(Coming in November)

NINTENDO 64

Narcotic Purple

S99

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| 201, B. Dams Bay, Antarctica | 202, B. Dams Bay, Antarctica | 203, B. Dams Bay, Antarctica | 204, B. Dams Bay, Antarctica | 205, B. Dams Bay, Antarctica |

NOT THAT LONG AGO, IN A NEARBY ROOM WITH A TELEVISION SET... YOU PLAYED THE ORIGINAL ROGUE SQUADRON ON YOUR N64 AND DREAMED YOU WERE IN THE CLASSIC *STAR WARS* FILMS THAT INSPIRED THE GAME. REBEL PROGRAMMERS FROM LUCASARTS AND FACTOR 5 HAVE SINCE RECEIVED SECRET DEVELOPMENT KITS FOR NINTENDO'S ULTIMATE WEAPON, THE NINTENDO GAMECUBE, A CONSOLE WITH ENOUGH POWER TO DESTROY THE GRAPHICAL BOUNDRIES BETWEEN CINEMA AND VIDEO GAMES...

STAR WARS ROGUE LEADER™

ROGUE SQUADRON II



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The graphics in *Rogue Leader* are so richly detailed, screen shots almost look like movie stills.

FORCEFUL GAME PLAY

It was no Jedi mind trick—the mesmerizing graphics in the demo version of *Rogue Leader* drew throngs of gamers to one corner of an already jam-packed Nintendo Booth at E3. Astronauts who were lucky enough to get their hands on a Controller knew they were returning to the familiar universe of *Rogue Squadron*, but nothing could have prepared them for the cinematic intensity of the game play. The hyperrealistic, beautifully textured graphics support 480p HDTV. Pitch-perfect sound effects and a rousing score in five-channel, Dolby surround sound will set your spine a-tingling. The technical accomplishments are amazing, but improved game features and movie-oriented missions are the main reasons to rejoin the squadron. It's time for a preflight check as your X-Wing is prepped for take-off.



Get up close and personal with an Imperial Star Destroyer. A Factor 5 designer spent weeks creating the massive ship.



The sky outside on Hoth shows the incredible level of detail in *Rogue Leader*. You'll probably be moving so fast that you'll barely see the ground troops, but, rest assured, they look authentic.



You'll be able to check out your ship before you blast off by moving your pilot around the hangar. A first-person cam will allow you to examine the ship's intricate textures. Each of the game's hangars is appropriate for its mission.



Your job will probably drop the first time you fly into the Cloud City on Bespin. Unfortunately, the laser cannons and TIE fighters won't allow you much time for sight-seeing.

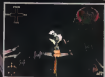


The hangar ships from *Rogue Squadron* are back, along with a few new vehicles. Can you guess what type of craft is shown above?

ROGUE LEADER'S IMMERSIVE GRAPHICS AND SOUND WILL DROP YOU INTO A COCKPIT AND SEND YOU RACING THROUGH A GALAXY FAR, FAR AWAY.

THE SQUADRON'S GOT YOUR BACK

The sequel to the N64's *Squadron* is called *Rogue Leader* for a reason. You'll be able to assign tasks to your wingmen and ground troops mid-mission. A tap on the Control Pad will bring up a cross icon in the left corner of the screen. You'll press the corresponding part of the Control Pad to issue an order. If you are attacking a ground installation protected by TIE Fighters, for example, you could send your wingmen to intercept the TIEs while you find your targets. During certain missions, you'll also be able to direct ground troops to take out Imperial forces at critical moments. The command options will allow you to experiment with different tactics and will ultimately help you earn medals. After you pick up a special power-up in the game, you'll be able to send your wingmen after specific enemies when you pinpoint them on your Targeting Computer.



At seven points in each mission, you'll be able to order wingmen to do your bidding. This command icon will usually give you three or four options.

NEW FEATURES LIKE INTERACTIVE WINGMEN AND A TARGETING COMPUTER ADD GREATER AUTHENTICITY TO THE GAME'S MISSIONS.



In the Hoth mission, you'll have support with ground forces that can aid you in destroying AT-STs, or hold them at bay while you do the job yourself.



STAY ON TARGET

The Targeting Computer, aside from adding another layer of authenticity to *Rogue Leader*, is a genuinely useful tool for locating enemies. When you activate the computer, you'll automatically switch to cockpit view and a heads-up display will slide into place in front of you. The computer's orange filter highlights objects in different colors—yellow objects are essential targets, purple objects are nonessential targets. Friendly Furys are not highlighted. If you leave the Targeting Computer on, however, you'll wipe out on the cinematic explosions when you find your mark. In addition to the Targeting Computer, the scanner in the upper right-hand corner of the screen from the original *Rogue Squadron* is back. The new version is a 3-D dome display that uses lines to show the relative altitude of other vehicles.



The Targeting Computer is invaluable for locating distant targets so you can pin your attack. Targets essential to the mission appear in yellow on the computer screen.



Many of the missions have large objects with smaller targets on them. The Targeting Computer will help show you where to direct your Laser Cannon.

EMPIRE WRECKER

Just like *Rogue Squadron*, *Rogue Leader* is a mission-based game that requires you to complete preset objectives before you can progress. Unlike the original game, *Rogue Leader* allows you to play missions that recreate events from Episodes IV through VI, starting with the climactic Death Star battle at the end of *A New Hope*. In the game's main missions you'll play as either Luke Skywalker or Wedge Antilles, the two best fighter jocks in *Rogue Squadron*. In bonus missions—such as an asteroid field mission that involves the Millennium Falcon—you'll be able to play as a variety of different characters and use several new ships. LucasArts would like to keep many of the missions secret until the game's release, but we can give you the scoop on four varied battles.

DEATH STAR



The mission over the monstrous Death Star follows the movie so closely that you may find yourself reciting Luke's lines.

RAZOR RENDEZVOUS



There will be plenty of bloop space battles in *Rogue Leader*, including a B-Wing assault on a Star Destroyer. The level of detail on the Imperial ship is mind-boggling.

HOTH BATTLE



Luke's heroic attack against four-legged Imperial AT-ATs in *The Empire Strikes Back* comes to life in an early mission in the game. Put your honorable *Spender* to good use.

RAID ON BESPIN



The movie, and atmosphere of *Bespin* is the setting for a high speed assault on the occupying Imperial forces. It's a classic showdown between TIE interceptors and A-Wings.



The second part of the *Bespin* mission takes place over Lando Calrissian's Cloud City. The metallic skyscrapers conceal many hidden gems and Imperial Stormtroopers.

MANY OF THE MISSIONS IN ROGUE LEADER ARE TAKEN DIRECTLY FROM THE MOVIES THAT INSPIRED THE GAME. YOU'LL FINALLY BE ABLE TO PARTICIPATE IN SEVERAL EPIC BATTLES.

RADICAL RIDES OF THE REBELLION

You're probably familiar with most of the ships in *Rogue Leader*, but you certainly have never seen them rendered in such fine detail. You'll be able to look them over in the hangar in a first-person camera mode using the C Stick before you take off for your mission. The tight control from *Rogue Squadron* remains intact in the new game, but the quality of the sounds and graphics has been improved exponentially. No ship is perfect for every mission, so each mission assigns you the appropriate craft to get the job done. After you complete a mission, you'll be able to replay it using different fighters.

A-WING



The A-Wing is the Alliance's fastest fighter and also its least shielded. The arrowhead-shaped cockpit is ideal for hit-and-run missions and deals with the Empire's own speed demons: TIE Interceptors.



X-WING

The X-Wing is the crowd-pleasing fighter of the rebel Alliance—for a very good reason. It has average speed, average power and average maneuverability, but its middle-of-the-road performance makes it outstanding in the most important category of all: beating and destroying TIE Fighters.



B-WING



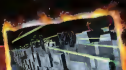
It's odd looking, but it carries so much firepower that enemies won't last long enough to laugh at it. Like the X-Wing, the B-Wing has adjustable fins that open before it fires its laser cannons.



SPEEDER



Speeders are used strictly for close air support in land wars. They aren't particularly fast or powerful, but their maneuverability and rear-mounted torpedo cannons make them more than a match for AT-AKs. Rebel Leader features a new rotating camera angle when you engage the hepcat.



DARK FORCES

The Emperor's ace pilots are back, and they're a lot smarter than they were the last time. TIE Fighters and other Imperial craft have improved AI to make dogfights more realistic and challenging. There are a lot more of them to fight, too. In some of the space missions, you may find yourself overwhelmed by enemy squadrons as they attack Rebel ships like swarms of locusts. Intensely detailed ground forces—such as Stormtroopers and gigantic AT-AKs—will light up the skies with blaster fire. Of course, this time around, you'll also have to take on massive Star Destroyers—and a little thing called the Death Star. In all the battles, you may be inclined to ooh and ahh over the visuals and sound effects before you roll up your sleeves and turn in medal-winning performances.

TIE INTERCEPTOR



The TIE Interceptor is a high-speed variation of the TIE fighter. They're not off to no shield, but their speed and agility make them very difficult to target and tough to shake when they get on your tail.



AT-AT



The large, lumbering All-Terrain Armored Transport is the Empire's workhorse troop transport. You'll see the machine you machine display this "all-terrain" versatility in a couple of different settings in the game.



AT-ST

The All Terrain Scout Transport walkers are speedy, swerved limbs that move about on two mechanical legs. They pack a lot of firepower, so you'll discover if you attack them head-on.

TIE FIGHTER



The TIE Fighters are the bad guys of the Imperial Forces—they tend to turn up in nearly every battle. They're surely the primary targets in a mission, but they also can't be ignored.



WE'RE ON THE LEADER

There are many cool new features in *Rogue Leader*—such as a training mode and an innovative tint element that works with the Nintendo GameCube's internal clock—but you'll need to wait a few weeks before the full force of the game is unveiled. Until then, practice targeting Womp Rats. 🐾

SPACE WORLD 2001

NINTENDO POWER EXCLUSIVE REPORT



NINTENDO'S ANNUAL SPACE WORLD 2001 EXPO WAS A COLORFUL CIRCUS OF GAMES, NEWS, PREVIEWS, CONTESTS, GIVEAWAYS AND TEAMING MASSES OF GAME FANS PACKED INTO THE CONVENTION HALL LIKE AN ARMY OF EXCITED PIKMIN ON A MISSION.



A Star Fox Adventures: Dinosaur Planet



LAND OF THE RISING FUN

At Makuhari Messe near Tokyo last August, Japanese gamers made the most of their first chance to hold the Nintendo GameCube Controller by walking Luigi through his ghost-infested mansion, leaping into battle in *Super Smash Bros. Melee* and racing

through stormy seas in *Wave Race: Blue Storm*. Space World 2001 boasted the largest lineup of playable GCN titles to date—one hundred Nintendo GameCube units running 17 titles from Nintendo and third-party publishers. There was a treasure



B Space World 2001

C Super Smash Bros. Melee

D Pikmin

E Star Fox Adventures: Dinosaur Planet "It's 2001 NintendoWare! NintendoWare is a trademark of Rare."

trove of 55 new GBA games, the debut of Nintendo's Card-B Reader, exciting news from Mr. Miyamoto concerning upcoming games and a two-day *Super Smash Bros. Melee* tournament. And NP was there to capture all the highlights.

STEP UP TO NINTENDO GAMECUBE

The incredible Nintendo GameCube screen shots may speak for themselves, but they're only half the story until you actually pick up the GCN Controller and start playing the games for yourself. Nintendo's awesome lineup at Space World 2001 included *Super Smash Bros. Melee*—the crowd favorite—Luigi's Mansion, *Pikmin*, *Star Fox Adventures: Dinosaur Planet*, *Animal Bencho*, *Eternal Darkness*, *Wave Race: Blue Storm* and *Animal Forest Plus*. There were impressive titles from Sega, Electronic Arts, Hudson, Kemco and a Japanese publisher, simply named Software, and its RPG entitled *Runo*. Several other jaw-dropping games were shown in video footage, including Kemco's *Batman: Dark Tomorrow*, Soul Calibur 2 from Namco, Rare's *Donkey Kong Racing* and Nintendo's 1080° *Snowboarding* for GCN. We've got pics of all 17 demo games, and you can check Game Watch for perks at some of the video-only titles. Although it is likely that many of the games listed above will reach North America during the next year, some of them have not been officially announced at this time. A number of launch games, including *Star Wars Rogue Squadron II: Rogue Leader* weren't shown at Space World 2001.



A Bomberman Generations B FIFA 2002 C Luigi's Mansion D Wave Race: Blue Storm E Super Smash Bros. Melee F Animal Forest Plus

CONNECTING WITH MIYAMOTO

Nintendo's Shigeru Miyamoto introduced the next step in cross-platform gaming at Space World when he demonstrated two ways to play games using linked Nintendo GameCube and Game Boy Advance systems. In the first example, Mr. Miyamoto showed a GCN Kirby game that he controlled using a GBA with a special tilt-sensor Game Pak. By tilting the GBA unit equipped with the special Pak, he controlled the game, which appeared on the TV and on the GBA screen. When Kirby fell off the platform on the TV screen, he landed on a lower platform on the Game Boy Advance screen from which he could pop back up to the TV when he reached a jump pad. The tilt-sensor Pak was just one example. Using various types of specialized Game Paks, you could create a wide range of custom GCN Controllers out of your GBA for use on

Nintendo GameCube. Mr. Miyamoto's second example of how Nintendo's two video game systems can connect introduced *Animal Forest Plus* for GCN. Players can take a boat from the GCN game to an island that appears on the GBA screen. The GBA island is a transfer point. Once characters are on the island, they can travel (in the GBA) to another copy of *Animal Forest Plus* for a visit. There is also a paint program option in the GBA island where players can create their own colorful textures for clothes and signs. In both cases, the innovative connection between the GBA and Nintendo GameCube adds excitement and depth to the gaming experience. Mr. Miyamoto assured his appreciative audience that the two examples are just the tip of a very large and cool iceberg.



The top picture represents the special island as it appears on GBA while the lower screen shot shows *Animal Forest Plus* on Nintendo GameCube.

POWER PICKS

All the GCN games looked great, but some were better than others. We loved Luigi's Mansion, Super Smash Bros. Melee, Wave Race: Blue Storm, Pikmin and Virtua Striker 3. Sonic Adventure 2, Phantom Star Online, SSX Tricky and Rune needed a little polishing. Star Fox Adventures: Dinozaur Planet was the most improved game from its



A. Phantom Star Online B. Virtua Striker 3 C. Animal Crossing D. Enormous orange rats inside Space World for the second year in a row! Actually, the giant robot is Hien-Taro, a popular Nintendo character in Japan in spite of the hamster's name, the war for above seems a bit surprised to see Hien-Taro taking around on bevels E. Animal Forest Plus F. SSX Tricky G. Universal Studio's Theme Park H. Super Mario Ball I. Rune J. Mario and friends cruise the floor

ADVANCING GAME BOY

NP has been reporting on upcoming GBA games for months, but many of the titles in development in Japan had been under wraps until they appeared for the first time at Space World. More than 50 GBA titles from virtually every major publisher appeared in playable form. Nintendo's Super Mario Advance 2 featured a gorgeous recreation of Super Mario World along with a new Mario Bros. multiplayer game. Golden Sun, Fire Emblem, Luna Blade and Battleground—all from Nintendo—enlivened the imaginations of RPG fans while action buffs headed for trial runs of Diddy Kong Pilot and SabreWulf, both from Rare. Some of the biggest lines were of people waiting to try Namco's Tekken Advance and Sega's Sonic the Hedgehog Advance. Konami showed soccer and baseball games in addition to the lineup already headed to North American retailers. Capcom had early versions of Street Fighter Zero, Breath of Fire 4 and Mega Man Battle Network 2, not to mention an unusual game that involved herding sheep. There were puzzle games, sports titles, virtual pets, adventures for young gamers and classic games, such as mahjong. There was even a text-based murder mystery from Capcom that takes place in a courtroom, complete with a judge, a gavel, prosecutors and testimony. All the games shown were headed for the Japanese market, but it's quite likely that many of the titles will end up on our shores, as well. In addition to the GBA games, there were 10 GBC titles.

A. Super Mario Advance 2 B. Diddy Kong Pilot C. Mega Man Battle Network 2 D. SabreWulf E. Tekken Advance F. Sonic the Hedgehog Advance G. Street Fighter Zero H. Fire Emblem



Daily Kong Pilot TM © Nintendo Rare
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SONIC'S DAD

Ten years after Sonic first sprinted onto the scene and instantly became synonymous with Sega, Nintendo Power met with Yui Naka, the creator of Sonic and the president and CEO of Sonic Team, one of Sega's premier game development studios. The historic meeting took place at Space World, where three of Naka-san's games were blasting players into fits of gaming bliss... on Nintendo's next generation platforms. Consider it a sign of how much the gaming world has changed over the past year.

Like Mario, Sonic is the unique creation of a talented game designer, but Yui Naka didn't pull Sonic out of a hat. In fact, when Naka-san went looking for a job after high school, his first choice was Namco (we expect Namco is still shaking its corporate head over missing the opportunity). He ended up going to Sega, where he hoped to work on arcade games. That dream was realized 17 years later when he created Samba de Amigo, the hit game that uses maracas for Controllers. In fact, his first programming project was a little-known

SG-1000 title called Girls' Garden, in which the female hero collected flowers to give to a boy while avoiding enemy bees and bears.

When Naka-san's talent for creating unique game play became apparent at Sega, he began directing and producing projects, such as Sonic the Hedgehog and Nights. "I had the idea to make a character sort of like Mario," Naka-san told us about the creation of Sonic. "I studied Mario, but I didn't want to be in competition with him. Instead, I made a very fast style game,

and that was Sonic." When we asked him how he got the idea for a blue hedgehog, Naka-san laughed. "Sonic started out as a rabbit with long ears," he said. "The long ears would stream out behind him when he ran, showing how fast he was going. After a time, we decided that the character should have spines for protection when he crashed into things, so Sonic became a hedgehog. The blue color came from Sega's corporate logo."

As it so happens, Sega was looking for a character to carry its banner as a leading video game company and the rest is his-

tory. We also asked Naka-san about his philosophy of game design. The answer was simple and insightful. "I want to make something really new that no one has seen before. It should be full of surprises and make people happy." With Sonic Adventure 2 and Phantom Star Online for GCN coming next year, and Sonic the Hedgehog Advance scheduled to be released soon, it looks like Yui Naka will make many people very happy. What else did he have to say about working with Nintendo? "I'd like to see Sonic and Mario give each other a hug." Yeah!



With so many games to play, it was hard to choose the best of the Paks. **Super Mario Advance 2** featured bright graphics that Mr. Miyamoto pointed out when asked about the dimness of some GBA games. As it turns out, smart programming and design can eliminate most of the problem.

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Rare's first GBA offerings, *Diddy Kong Pilot* and *SabreWolf* both had great graphics and play control. *Tekken Advance*, *King of Fighters*, and *Street Fighter Zero* were all fast, quality fighters. *Golden Sun* was the most impressive of a very impressive lineup of RPGs. It's going to be an epic year.



A. 4x4 Get the Goal B. Mutso: Water Leaper C. Guilty Gear X D. Zoids: Saga E. Wizardry: Summoner
F. King of Fighters

Before Space World 2001 opened to the public, Shigeru Miyamoto talked to the gathered press and industry pros about upcoming projects for Nintendo GameCube, including a secret progress report on *The Legend of Zelda* and *Mario Sunshine*, both of which will be released in 2002. He also stated that *Metroid Prime* would be released in 2002. The big surprise came when he unveiled the new *Zelda* for Nintendo GameCube. Gasps could be heard throughout the audience as the first

images appeared on the giant screen. Gone were the dark, fantasy images seen at last year's Space World and E3. In their place were bold, wonderfully animated cartoon images, full of life and humor. Once again, Mr. Miyamoto and his development teams at Nintendo plan to shake up the gaming world with something so brilliant, fun and unexpected that it takes your breath away. That's about par for the course at Space World, where something incredible happens every year.

Nintendo's Card-E Reader won't read your fortune, but it can read specially printed Pokémon cards to add more fun and variety to your gaming. The new device, which debuted at Space World 2001, reads long strips of dots, much like a barcode reader at the supermarket. Once you've scanned the card, you'll view animations and extra data for the Pokémon on the card. Every visitor at Space World received a special Celebi card with encoded data. There's no word yet on the North American release of the Card-E Reader, so stay tuned.

niste.com/power.com

Hey Gamers! Learn how your family can win a **NINTENDO® GAMECUBE™** and the new game **Luigi's Mansion™** before it's available in stores! It's as easy as hanging out with your parents on **October 5, 6, 7** and watching the **STARZ® Free Preview** with hit movies like **REMEMBER THE TITANS** and **NUTTY PROFESSOR II: THE KLUMPS**.



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OH, BROTHER! GHOSTS, GHOULS AND ROOMS FULL OF BOOS KEEP LUIGI SPOOKED IN HIS STARRING DEBUT—A SPECIAL EFFECTS SHOWCASE FOR NINTENDO GAMECUBE!

Luigi's Mansion™

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FRIGHTENING FUN!

When Nintendo GameCube (GCN) launches on November 18th, Luigi's Mansion will be one of the console's first big adventures. No longer standing in the shadow of Mario, his heroic older brother, Luigi has finally come of age for a new stage in Nintendo's history. Luigi's Mansion is a midnight trek through a haunted house that features stylized graphics, moody lighting, transparent ghosts and plenty of scares. Game control, too, is spot on and custom designed for the GCN Controller. It's scary cool!



Armed with a flashlight and a vacuum cleaner, you must rid the mansion's floors and grounds. The suction power of the vacuum gives you the ability to manipulate the environment and capture ghosts. Note that some screen elements will change before the final version of the game is complete.



As you guide Luigi through the dark, menacing halls of his new home, you may find yourself caught in the moment, basking for the lights, with your heart racing and pulse racing.



SPOTLIGHT ON LUIGI

Luigi has been a supporting player in Nintendo games for nearly 20 years. He first appeared in the original Mario Bros. as a carbon copy of his brother but with a green, rather than red, shirt and cap. While Mario was always Player 1, Luigi was relegated to Player 2 status. In 1983's Super Mario Bros. 2, Luigi took on his own characteristics. He became the tall, gangly younger brother who could jump higher than any other character and reach out-of-the-way ledges. SMB2 was also the debut for Peach and Toad as playable characters. In the games that have followed SMBs, Luigi has appeared as the slightly gawky second banana in several of Mario's adventures and as part of the Mario ensemble in the Mario Kart series, the Mario Party series, Super Smash Bros., Mario Golf and Mario Tennis, the game that introduced Luigi's devious doppelganger, Waluigi. With Luigi's Mansion, our green-clad hero finally gets his chance to break out of the pack and show his star power, a turn that will undoubtedly make his a household name.



Super Mario Bros.



Super Mario Bros. 2



Paper Mario



Super Smash Bros.

Luigi's early appearances were as Mario's second player counterpart. When Super Mario Bros. 2 called for four characters, each with unique abilities, Luigi got his first big break—a chance to jump higher and go to places his brother could not reach.

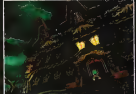
In recent years, Luigi has joined a growing cast of characters for cameo roles in adventures, such as Paper Mario, and as a participant in many multiplayer brawls. In Super Smash Bros., Luigi unleashes the power of his incredible Luigi Tornado.

A PRIZE WITH SURPRISES

On a dark and gloomy night, Luigi, for the first time, enters his new home—the grand prize in a big contest—and he's a little frightened. It's not the creepy old mansion's plumbing that scares our hero, though. It's the giggles of ghosts that haunt its many halls and chambers. Luigi didn't expect to be alone on his first night at the house. His brother, Mario, was going to meet him there. But either Mario is late or he has mysteriously disappeared—and he's never late. Now, Luigi must not only survive the horrors of the haunted house, but he must also save his brother. Early in his adventure, Luigi will befriend a kooky paranormal researcher who can help him deal with the mansion's ghost problem. With a flashlight that freezes ghosts in their ethereal tracks and a vacuum that pulls them in, Luigi sweeps through the house, captures ghosts, discovers secret passages and hidden chambers and searches for Mario.



A paranormal researcher, who studies the mansion from a safe distance, offers help to Luigi in the form of tools and advice.



The mansion is big, dark and mighty scary, but Luigi has no other option than to enter and explore. The brother is courting his fate.



Confidently opening the main door and nothing too hard inside, Luigi begins his mansion searching quest to find Mario. Why'd it have to be so right?

LOOK INSIDE LUIGI'S MANSION



EXERCISE ROOM



The mansion exercise room is equipped with weights, punching bags and a variety of other types of exercise equipment. If you're going to capture the really big ghosts, you're going to have to pump 'em.

Look out, Luigi! The music-based ghost info hunts the exercise room appears only when you're looking the other way. Looks are deceiving—huh? Why, rather harmless. Just don't call him a "dumbbell."

MAIN HALL



A swinging chandelier, a grand staircase with ornate woodwork and a heavy, locked door with a missing key—yes, it's a haunted mansion, all right. Creepy!



As a reward for thorough exploration and good ghost hunting, you'll find coins all over the mansion. When they scatter, you can vacuum them up.

MANSION GROUNDS



There's more to Luigi's Mansion than halls and chambers. The grounds are haunted, too. The frights will be a coming, even when you're out in the fresh air.



MORE HAUNTS



When your ghost-busting mission takes you to the trophy room, proceed with caution. If you meet up with the ghost of a hunter, he'll want to add Luigi to his collection.



You never know what you'll find when you shove your flashlight in a new deviation. Suits of armor stand at attention in one of the mansion's many dark chambers.

SMOKE AND MIRRORS

When's a haunted mansion without dark shadows and wispy ghosts? Luigi's Mansion is filled with atmospheric effects that play into the spirit of the game. The beam of the hero's flashlight cuts through the darkness with stunning realism and casts shadows. When Luigi fires up his vacuum, it not only pulls ghosts into its nozzle, but sucks up anything else that is in the air and within its reach: steam from a shower, mist from an open refrigerator or swirling clouds of dust from the carpet. Even though the fun, stylized art is not always realistic, the special effects are, which make the scary moments splier and the thrill of the haunt more immediate.



The secret to a good scare is atmosphere, and Luigi's Mansion is packed with it. The Nintendo GameCube makes incredible graphic effects possible, such as mirror reflections and trails of smoke. These effects are artfully incorporated into the game.



Shadows and light play a big part in the game. When light shines on an object, it casts a long shadow on the floor and wall. It's a frighteningly realistic effect in a stylized environment.

CREEPLY CAMERA

Not only does Luigi own a haunted mansion, he also owns a variation of the world's most popular portable video game system. You can use Luigi's Game Boy Horror to view a map of your immediate surroundings and view the action from Luigi's perspective. Most of the time, you'll play the game with an inset picture of the Game Boy Horror displayed. When you need a closer look, though, you can bring it up to full-screen size. The normal third-person perspective camera does not rotate or zoom in and out. That makes directional control intuitive but doesn't always allow you to see the details of the environment. That's what Game Boy Horror is for.



Game Boy Horror lets you see the surroundings from Luigi's perspective. Not only is it a more frightening view of the action, but it also gives you a look at some important details. The screen text will be translated to English for the North American release of the game.

BOO PREPARED!

Do you dare enter Luigi's Mansion? Of course! It is scary! Sometimes, but it's mainly just a lot of fun. Most of the game's sense of horror comes from Luigi's reaction to the things that lurk in the dark corners. What's scary is how great the game is and how many people will enjoy it for hours on end when it makes its debut alongside Nintendo GameCube this fall. ☹



The Boos are ready to give you a scare when Luigi's Mansion haunts Nintendo GameCube in November. A frightening tone will be had by all!

ADVANCE WARS DOMINATES GBA WITH ENTERTAINING, INTUITIVE PLAY.

ADVANCE WARS



ADVANCED AND INTENSE

Advance Wars, from Nintendo and Intelligent Systems, changes into battle with style and strategy. The turn-based game offers an experience that is as intense and fun as a stylized, interactive version of chess or Risk. It features dozens of battle scenarios and challenging situations.

THEATRES OF WAR

CAMPAIGN

Join the Orange Star army in a war against three rival powers. The choices that you make over the course of the campaign will affect the number and status of the missions you'll face.

WAR ROOM

Your abilities as a military adviser are put to the test in a collection of 20 challenging battle scenarios that open after you complete Field Training. You can buy new War Room maps with battle coins.

BATTLE MAPS

You can use the rewards that you earn from your successes in Campaign and War Room Modes to purchase maps and leaders in the Battle Maps shop. You can also buy new CDs when they become available.

DESIGN MAPS

The Design Maps option allows you to create your own battles using any of the game's map elements and fighting units. You can even load your custom maps into another Advance Wars player's game.

FIELD TRAINING

More than a dozen Field Training missions familiarize you with the Orange Star army and give you tips on how to manage your military forces. It's each move that has the best edge.

VS. MODE

In Vs. Mode, you can face off with up to three computer- or player-controlled enemies, all of similar strength. A collection of seven options allows you to set the conditions of the battle before it begins.

LINK MODE

With a GBA for every player and enough Game Link Cables to connect them, you can stage a linked battle. The Single-Pak and Multi-Pak options allow a variety of scenarios.

STATS

After you've participated in War Room and Campaign skirmishes, you can review your victories in the Stats section. Your rank, trophies and records for each battle are stored for posterity.

COMMANDING PRESENCE

Commanding Officers (COs) assist you on your path to glory. Each commander has a unique personality and a special CO Power, which you can use as a secret weapon. You'll first encounter most COs as they lead opposing forces.

ANDY - ORANGE STAR

Andy, the first CO who will join your Campaign, delivers the most well-rounded attack. Unlike other COs, Andy does not have an affinity for one particular type of battle unit or fighting style. He also does not have any specific weaknesses.

SAMI - ORANGE STAR

Sami increases the movement range of Infantry and Mech units. She also gives them a 50-percent increase in their ability to capture bases and other powerful units. Sami's weakness is her poor ability to command submersible and tracked vehicles.

MAX - ORANGE STAR

Max is the muscle-bound master of direct combat, using tanks and other battle vehicles. Attacking forces always have the advantage over Max's forces due to his ability to hold their ground. When Max is in command, that advantage is even more pronounced.

OLAF - BLUE MOON

The leader of the Blue Moon forces is the first CO whom you will face. Olaf's army performs well in the cold, dry conditions of winter—the months of ice, snow and sleet, the hater. While other forces slow to a crawl, Olaf's forces press on.

GRIT - BLUE MOON

This last-of-its-kind Commanding Officer who reluctantly follows Olaf's lead is a capable strategist, making use of his inspiration to units that attack from long distances. The scope of Grit's long-range units is unmatched by all others.

EAGLE - GREEN EARTH

As units are on their fighting best when they are under Eagle's wing. If the battle is in the air, Eagle's army has a distinct advantage. As much as Eagle's power rises in the air, it slabs in the water. His naval units are weak.

DRAKE - GREEN EARTH

Drake's strengths and weaknesses are the inverse of Eagle's. While Eagle's army is in the air, Drake gives strength to units on the sea. His ships and submarines are unmatched in use on the power. The strength of his air forces leaves much to be desired.

KANBEI - YELLOW COMET

Commanding Officer Kanbei leads the most powerful fighting units of the four armies. They attack and defend more effectively than the units of any other force, hands down. The freedom in their units allows you to plan your moves easily to deploy those of other COs.

SONJA - YELLOW COMET

When the Fog of War hangs over your Campaign, Sonja's fighting units have the advantage of better vision. Additionally, enemy forces cannot see the amount of damage that they have dealt to Sonja's units.

RYPER RAPTOR

Andy's CO Power creates two Hit Points for each of your units. Ryper Raptor and all other CO powers work only when a CO's meter is full. Your units will have increased strength for the duration of the turn in which you use it.

DOUBLE TIME

When Sami releases her Double Time power, the already long range of movement of Infantry and Mech units goes for the turn. They also temporarily gain a strength and don't suffer from the loss of troops as they are first to reach their goal.

MAX FORCE

Max's control over direct combat units increases under the influence of the Max Power command. While it has no effect on Rocket, Missile and Artillery units, it gives tanks, Mechs, Tanks and other vehicles a distinct combat edge.

BLIZZARD

Olaf's CO Power makes any position on the map vulnerable for a short time. As far as Olaf is concerned, his army is able to continue its far-reaching conquest while opposing forces are forced to progress through the storm slowly.

SHORT ATTACK

"Backson it's time to take you down!" Grit's Scope Attack increases the firing range of long-range weapons by 50 percent. Its purpose is to help you off enemy locations before they can cause damage.

LIGHTNING STRIKE

Eagle's power gives his army the ability to attack twice before opposing forces can react. In light battle, a well-placed Lightning Strike can deal a blow from which a rival army may never recover.

TSUNAMI

Drake's domination over the ocean over the sea with the devastating Tsunami. When Drake uses his CO Power, the sea roars, water rises over the land and every enemy unit is hit for one point of damage.

NOVALE BOOST

Kanbei pays his forces extra that any other commander, which contributes to his units increased power and loyalty. Kanbei's Moral Boost further increases the offensive power of his forces for a full turn.

ENHANCED VISION

Sonja's CO ability increases her already superior vision while under Fog of War conditions. By ending Advanced Wars, her forces can now peer into dark areas and shadowy forests.

YOUR FIGHTING FORCES

As you assemble your army, you will be able to deploy in many or all different types of battle units. You must have factories to create ground units, airports to develop and maintain air units and harbors to produce water units.

TROOP TRANSPORTS

APCs and Transport Copters carry single infantry or Mech units. Landers carry two ground units of any type. They are favored targets of computer-controlled forces.

INFANTRY

MOVE: 3 VISION: 2 RANGE: 1 FUEL: 99



Play soldiers capture cities and other properties, such as factories and enemy headquarters. They are relatively weak but inexpensive to deploy.

APC

MOVE: 6 VISION: 1 RANGE: 0 FUEL: 70



You can use Armored Personnel Carriers to move infantry and Mech units long distances. They also supply adjacent units with ammo and fuel.

TANK

MOVE: 6 VISION: 3 RANGE: 1 FUEL: 70



Summers tanks are useful in ground battles against infantry and Mechs. Since they have the same movement range as APCs, they can provide protection for moving troops.

ARTILLERY

MOVE: 5 VISION: 1 RANGE: 2-3 FUEL: 50



If you can bring up to range within the range of factory units, you will be able to destroy enemy forces and avoid being hit.

ROCKET

MOVE: 5 VISION: 1 RANGE: 3-5 FUEL: 50



With more power and a much longer range than Artillery units, Rockets are incredibly useful against sea units. Keep them behind allied tanks in big battles.

LANDER

MOVE: 6 VISION: 1 RANGE: 0 FUEL: 99



Landers can carry two ground units of most across large expanses of water. They are particularly useful in situations where factories are not available on the next shore.

BATTLESHIP

MOVE: 5 VISION: 2 RANGE: 2-6 FUEL: 99



Battleships, the most expensive units to deploy by far, are the only units that can hit ground targets from the water. That capability is useful in many situations.

BATTLE COPTER

MOVE: 6 VISION: 3 RANGE: 1 FUEL: 99



Battle Copters are the only air units that can target enemies on the ground, in the water and in the air. They are versatile, powerful and relatively inexpensive to deploy.

FIGHTER

MOVE: 9 VISION: 2 RANGE: 1 FUEL: 99



When fighters are capable of targeting only other air units, they are very useful in situations where you must keep the skies clear of enemy aircraft.

MECH

MOVE: 2 VISION: 2 RANGE: 1 FUEL: 70



While Mech-based infantry units have a shorter movement range than their lighter cousins, they pack a lot of firepower and can hold their own against regular tanks.

RECON

MOVE: 6 VISION: 5 RANGE: 1 FUEL: 80



Recon units are the vehicles with the highest movement range and vision, making them very useful for finding enemies who are hidden by the Fog of War.

MEDIUM TANK

MOVE: 5 VISION: 1 RANGE: 1 FUEL: 50



The most powerful combat-oriented ground units are medium tanks to deploy but worth the money in situations where you need to clear a lot of enemy forces in a hurry.

ARTIFACT

MOVE: 6 VISION: 2 RANGE: 1 FUEL: 60



While you can use them in battle against other ground forces, Artifact units are particularly useful in picking planes and copters out of the skies.

MISSILE

MOVE: 4 VISION: 5 RANGE: 3-5 FUEL: 50



Missiles are less expensive but deploy more Rockets and have a much longer range of vision, but they can target only air units. Use them to take fliers out of the sky.

CRUISER

MOVE: 6 VISION: 3 RANGE: 1 FUEL: 99



While Cruisers can attack only Submarines and air units, they can carry and protect up to two copters at once. That makes them useful in air and sea battles.

SUBMARINE

MOVE: 5 VISION: 5 RANGE: 1 FUEL: 60



When Submarines sink, they are very difficult to detect. They are silent and deadly. The only drawback is that they use twice as much fuel while under water. Refuel them often.

TRANSPORT COPTER

MOVE: 6 VISION: 2 RANGE: 0 FUEL: 99



Capable of carrying infantry and Mechs over land and sea, Transport Copters are the most useful air-carrying units. Like all transports, they are unarmed. Always protect them.

BOMBER

MOVE: 7 VISION: 2 RANGE: 1 FUEL: 99



If enemy forces are not required to take out air units, you can make a lot of damage with a Bomber. Bombers can take out most ground units in a single turn.

THE WAY OF THE WAR

The Campaign story reveals and reacts to how you will play several times before you have participated in every battle.

ANDY

IT'S WAR!

ANDY VS. OLAF

GL FIGHTER

ANDY VS. SAMI

AIR ACID

ANDY VS. EAGLE

ANDY

MAX STRIKES

ANDY VS. OLAF

MAX'S JOY?

ANDY VS. OLAF

OLAF'S NAVY

ANDY VS. OLAF

OLAF'S SEA STRIKE

ANDY VS. OLAF

SAMI'S DEBUT

ANDY VS. OLAF

KANBEL ARRIVES

ANDY VS. OLAF

MIGHTY KANBEL

ANDY VS. OLAF

KANBEL'S ERROR?

ANDY VS. OLAF

DIVIDE & CONQUER

ANDY VS. OLAF

SAMI MARCHES ON

ANDY VS. OLAF

SONJA'S GOAL

ANDY VS. OLAF

ANDY

CAPTAIN DRAKE

ANDY VS. OLAF

NAVAL CLASH

ANDY VS. OLAF

WINGS OF VICTORY

ANDY VS. OLAF

BATTLE MYSTERY

ANDY VS. OLAF

SAMI

CAPTAIN DRAKE

SAMI VS. OLAF

NAVAL CLASH

SAMI VS. OLAF

WINGS OF VICTORY

SAMI VS. OLAF

BATTLE MYSTERY

SAMI VS. OLAF

MAX

CAPTAIN DRAKE

MAX VS. OLAF

NAVAL CLASH

MAX VS. OLAF

WINGS OF VICTORY

MAX VS. OLAF

BATTLE MYSTERY

MAX VS. OLAF

ANDY TIMES TWO

ANDY VS. OLAF

ENIGMA

ANDY VS. OLAF

THE FINAL BATTLE

ANDY VS. OLAF

RIVALS

ANDY VS. OLAF

STRATEGY KEY

- 1** LIGHTNING STRIKE Try to capture enemy HD before defenses are fully formed.
- 2** DIVIDE AND CONQUER Put your resources into developing multiple fronts.
- 3** DRAW A LINE Place units in geographically strategic locations for defense.
- 4** CONFINE AND CONTAIN Hold enemy forces in limited areas. Don't let them advance.
- 5** CAPTURE AND HOLD Capture properties and protect them from enemy troops.
- 6** TAKE TERRITORY Identify crucial sections of the terrain and take hold of them.

MORE ABOUT MISSIONS

The Campaign Tree will branch depending on which city you choose, as well as on other decisions that you make. Those factors are specified below.

CONDITIONS FOR UNLOCKING "VS. SONJA" MISSIONS

- Win "Kantol Arrives" in eight days
- Win "Mighty Kantol" in 10 days
- Win "Kantol's Error?" in 12 days

DETERMINE ALLIED BLUE MOON GO IN "THE FINAL BATTLE"

- SAMI Debut
- GRIT Select Max for "Max Strikes"
- OLAF Select all naval units in "Dial's Navy," then play "Dial's Sea Strike"

DETERMINE OTHER ALLIED GO IN "THE FINAL BATTLE"

- SAMI Debut
- EAGLE Select Sami for "Captain Drake," "Naval Clash," "Wings of Victory" and "Battle Mystery"
- KANBEL Play "Divide & Conquer"
- DRAKE Select Andy for "Captain Drake," "Naval Clash," "Wings of Victory" and "Battle Mystery"

UNLOCK GO'S IN BATTLE MAPS OR ON SECOND TIME THROUGH THE CAMPAIGN

- KANBEL Debut
- DRAKE Select Andy for "Captain Drake," "Naval Clash," "Wings of Victory" and "Battle Mystery"
- GRIT Select Max for "Max Strikes"
- SONJA Win it! "Vs. Sonja" missions
- EAGLE Win "Dial's" mission
- STURM Purchase all of the above CDs

UNLOCK "RIVALS" MISSION

- Select Sami for "Captain Drake," "Naval Clash," "Wings of Victory" and "Battle Mystery"



COMMAND WITH A PLAN

There is more than one way to win a battle in *Advance Wars*. In fact, there are infinite ways to win. The important

thing is to go into every battle—every turn—with a plan and to follow that plan to a T.

STRATEGY CHECKLIST

When you have a lot of units on the field, go through a list of steps for each turn so you don't miss up an opportunity to create new units or strike while the iron is hot.

1 CAPTURE PROPERTIES

Neutral and enemy properties are yours for the taking. It can take several turns to capture a property. At the beginning of each turn, consider your capturing efforts.

2 LOOK TO THE AIR AND SEA

When you're concentrating on ground battles, it's easy to let enemy air and sea units go unchecked. Make a habit of targeting aircraft and ships first to make sure they don't get out of hand.

3 WEAKEN THE FRONT LINES

Artillery and Rocket units are the best first-strike weapons in your ground forces. Keep them protected and use them to weaken enemy forces before you follow up with your tanks and troops.

4 TAKE NO PRISONERS

Once you've done all of the damage that you can do from a distance, go into battle with your direct combat forces. Use the stronger units first, then use your weaker units if they are needed.

5 MAKE MOVES

After you have done as much damage as you can, move your remaining units into position for your next turn. Be sure to move them out of the range of enemy units.

6 PRODUCE MORE UNITS

Before you complete each turn, assess your needs and put your factories, airports and seaports to work creating new units. If you don't have the cash for what you need, wait for the next turn.

COORDINATE YOUR FORCES

It pays to have your battle units protect each other and to attack as a united force. While teams can travel only as

quickly as their slowest unit, there are more advantages than disadvantages to using battle formations.

FLYING COLUMN

With four units traveling single file, you can move through tight areas and over bridges. Lead with an Artillery unit, followed by an APC and Rockets. Use your long range weapons to weaken enemy forces, then play through them with the tank.

FOG LIGHT

An Artillery unit is the key to Victory. It is important to avoid a battle so that you can get out of there. Keep a unit with a long vision range, such as a Recon unit or a Mech unit, near the front of every formation so you can see what's in store for you.

BY LAND, SEA AND AIR

As you consider the terrain of the battlefield and the strengths of your CO, it's important to decide how you will approach enemy forces. Pick a plan and go with it.

BATTLE BY LAND

The most important factor in planning while planning a ground attack is the makeup of the terrain. While Infantry and Mech units can cross mountains and streams, vehicles are limited to travel on flat land. Select your routes carefully.

BATTLE BY SEA

A battle in the open sea can be vicious. There is absolutely nothing to hide behind. If you can afford a battleship, use it to protect your other naval units. An underwater surprise attack with submarines can be effective—if risky and expensive.

BATTLE BY AIR

There is nothing more effective and more versatile than a fighter attack on unsuspecting enemy ground forces. The trick is keeping your fighters in the air. Use Fighters or Attack Captains to clear the skies ahead of your bombers.

CIRCLED WAGONS

Computer-controlled forces generate slow movement. If you protect those units on all four sides, they will not be harmed. An APC can imply all units in the formation with ocean and land if it is the last unit to move on each turn.

TRIPLE THREAT

It is important to be ready for anything as the war. When you send a Lander across the water, use a Cruiser and a Bomber as escorts. The Cruiser will protect you against submarines and air units. The Battleship will protect you against everything else.

A GOOD OFFENSE

Victory will be yours if you set your opponents up then hit them hard. Always try to stay a few steps ahead of the

competition. The following strategies will keep opposing forces on the defensive.

MOVE FIRST

In any turn-based war game, it's a good idea to stay aggressive and make your opponent react to your moves. One way to do that is to draw enemy units in by moving an expendable unit within their range. After the opponent attacks, you can counter with your own big guns.

USE THE BUDDY SYSTEM

Stay together, especially in situations that require the use of War. Use units with long vision to expose enemy forces, then attack those forces with more powerful units. If you move the long vision units out of the area, you'll lose sight of the enemies.

DOUBLE UP

Only rarely will you be able to take out an enemy unit with a single unit, in one turn. If you want to eliminate enemy forces, you should use at least two of your units to attack one enemy unit. The lead attacker should be a long-range weapon or a Machine Tank.

BAIT AND SWITCH

Bait and switch can be an effective play in a small portion of your forces to go after a secondary target. When your enemies get all of their resources into protecting that unit, use the rest of your forces to attack your primary target.

A GOOD DEFENSE

If you don't hold on to your territory, you could get caught in a permanent retreat, making it only a matter of time

before your forces are obliterated. The following examples show solid defensive techniques.

CONTROL THE FLOW

If you control the bridges, you can control the flow of enemy ground vehicles. Situate a tank on a bridge so that the enemies can approach it from only one angle, and protect that approach with Artillery or Rockets. They'll keep coming and you'll keep stopping them.

CAPTURE AND MAINTAIN

Given time in tanks, factories, airports and seaports hold towns. All proper fuel, repair and supply units. To build and maintain your army successfully, you must capture and hold properties. Build your attack around the capture of crucial locations.

TAKE OUT TRANSPORTS

With transports, enemy forces can supply their offensive units and quickly bring in property-carrying Infantry and Mech units. When you have an opportunity to destroy a transport, strike with a powerful unit and stop the threat of enemy separation.

HOLD YOUR GROUND

It is important to maintain and defend your base. Exploit and slowly take advantage of terrain features and maintain possession of your territory. Enemy forces can't win if you keep a core group of forces around your headquarters and beat this line.

TWO WAYS TO WIN

In most missions, your goal is to end the enemy threat either by capturing the enemy HQ or by destroying all of

their units. An HQ capture is faster, but destroying all enemy units may be more satisfying.

CAPTURE THE HEAD

In every battlefield, there is a well-protected location and reports in a prime candidate for capture. Fly in a Mech unit with a Transport. Capture and try to take over the building before the enemy forces can react and put as and to your sneak attack.

DESTROY THE BODY

It's never quick, but an all-out substantive victory can be a real blast. If you don't have Infantry or Mech units at hand to take over enemy factories, airports and seaports, you can at least halt enemy production by planting your units over the properties.

PUT STRATEGIES TO THE WAR ROOM TEST

The War Room is a great place to test your battle strategies. War Room missions are usually very challenging. You'll need to develop and carry out a good plan to earn a victory.

You can use the strategies that are laid out in the following War Room missions to make your way through the campaign, too.

SPANN ISLAND - CAPTURE AND HOLD

CITIES: 11 FACTORIES: 8 AIRPORTS: 0 SEAPORTS: 0

The forces start out nearly even on Spann Island. There are five neutral cities near your headquarters that you should capture quickly for fast funds. Defend the northern region with a pair of tanks, build your forces near your headquarters, then sweep to the east, capturing the cities in the southeast along the way.

- As you capture the neutral cities near your HQ, protect the northern territory with tanks or Mechs.
- Move east and capture the cities on the other side of the river.
- Once your forces are ready, make your move to the north.



TOIL FERRY - TAKE TERRITORY

CITIES: 17 FACTORIES: 8 AIRPORTS: 8 SEAPORTS: 6

The three neutral islands in the middle of Toil Ferry territory hold the key to victory. After you capture properties close to your HQ, send transports out to the islands. Once you have complete control over the islands, build forces and spread east, then north to enemy headquarters. Grit will have long-range Rockets and Missiles. Overwhelm them.

- Take control of the cities, airport and seaport directly east of your HQ.
- Put two Infantry units on a Lander and send them to the island in the northwest.
- Spread to the coastal islands and prepare to attack the enemy mainland.



RIDGE ISLAND - DRAW A LINE

CITIES: 17 FACTORIES: 8 AIRPORTS: 0 SEAPORTS: 0

The mountain ranges of Ridge Island form a good natural barrier. Try to capture all six neutral cities quickly. That will give you the financial base you need to put large forces in the gaps between mountains. Maintain the frontlines and develop your army. When you have enough firepower to take on Grit's long-range forces, come in from all angles. If you have enough powerful units, you'll overwhelm them.

- Start by moving east. Take control over neutral cities and develop defenses in the area.
- Go north and capture the remaining neutral cities while keeping back strong enemy forces.
- Fortify your forces in the center of the battlefield and prepare to advance to the northeast.



SOLE HARBOR - FORTIFY AND CONTAIN

CITIES: 22 FACTORIES: 8 AIRPORTS: 0 SEAPORTS: 3

While Drake is a master of the sea, you can win the battle by controlling the land. Capture all of the cities on the narrow strip of land in the middle of the field. Build up your forces north of Drake's headquarters and slowly push south. If you take out the ships in the south harbor with Rockets, you'll soon claim victory.

- Advance to the east and capture all of the cities along the way.
- Build your forces in the northeast and prepare to move south.
- Keep one eye on the sea and don't let Drake beat you with Battleships.



POINT STORMY - LIGHTNING STRIKE

CITIES: 24 FACTORIES: 14 AIRPORTS: 4 SEAPORTS: 4

Olaf's forces provide a very big challenge on Point Stormy. If you wait too long to attack, Olaf will eventually win the war of attrition. Try to sweep through the east side of the field with a group of Medium Tanks, Antiair units and Mech-loaded APCs. If you cover the factories, airports and seaports around enemy headquarters, you may be able to take over the building.

- Build a group of Infantry units and use them to take over the neutral cities near your HQ.
- Move east, then north, then develop a force of Medium Tanks, Rockets and APCs at the easternmost factory.
- Place a trail to enemy HQ, occupy the enemy properties and capture the building.



RIVERS FOUR - DIVIDE AND CONQUER

CITIES: 26 FACTORIES: 17 AIRPORTS: 0 SEAPORTS: 0

Grit and Max will both come gunning for you from the beginning of the mission. You must maintain two fronts to entertain the thought of victory. Since you can't cross the river with vehicles, you must gain control over the factories on the south side of the river quickly and hold them for the duration of the battle. Grit will pose the biggest threat.

- Set up a group of Infantry and Mech units near the neutral factory and defend across the river.
- Take Infantry units across the water to the south and take control over the factories in the area.
- Build up your army on both fronts and gradually sweep to the west.



Taking inspiration from the Advance Wars Design Maps feature, we'd like you to show us a battle creation of your own that uses Advance Wars terrain features and battle units. Photocopy the grid below, design your war and send it to us.



You can win big! If we select your entry as one of our five favorites, we'll reward you with an Advance Wars Game Pak, which includes your custom map. Trade it with your friends.



The key to creating a fun and rewarding map is to start with a concept; then decide how you'll make it work with the available terrain elements and battle units. Pay attention to both the makeup of the terrain and the dynamics of the battle. Take a look at the examples below.



See big firms in the north challenge two smaller forces in the south. The northern army has the commercial advantage. The other armies will have to cooperate with each other.

The battlefield doesn't have to look like a real place. This example uses generic shapes as its inspiration. Armies start in the corners and try to take over the territory in the center.

ADVANCE WARS
NINTENDO POWER
P.O. Box 97002
REDMOND, WA 98073

that every 25% increase in the number of people who are trained results in a 10% increase in the number of people who are trained. This is a very important finding, as it suggests that the number of people who are trained is a key factor in determining the number of people who are trained. This is a very important finding, as it suggests that the number of people who are trained is a key factor in determining the number of people who are trained.

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IN STORE

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The logo for 'Lady Sita' is displayed in a stylized, colorful font. The word 'Lady' is in a smaller, green, outlined font, while 'Sita' is in a larger, bold, green font with a thick yellow outline and a slight 3D effect. The background is a solid yellow.

**SHE LIVES FOR ADVENTURE
SHE FIGHTS TO SAVE HER KINGDOM
SHE NEEDS YOU TO WATCH HER BACK!**



Lady Sia, braid defender of a world overrun by a hideous race of beastmen, stands alone against the ruthless T'sans. Fighting her way across land, sea and air to free political prisoners and collect weapons, she must harness the elemental magic of flood, firestorm and lightning for a final showdown against an unforgiving foe.

- 36 magical maps across 4 unique worlds.
- 32 bizarre enemies, including venomous Chameleons, sword-wielding Waipans, the Giant Walrus and the Forweman.
- Multiple in-game puzzles and secret levels waiting to be discovered.
- Lady Sia morphs into a giant Sasquatch to host mooncane boss battles.

IN STORES NOW



GAME BOY ADVANCE

lady@lagardere.com





Spyro the Dragon makes his fairy-freeing, diamond-hunting Nintendo debut in *Spyro: Season of Ice* from Universal Interactive Studios. It's a gem of a GBA adventure.

ENTER THE DRAGON

With three video game adventures already under his belt, Spyro the Dragon is finally set to appear on a Nintendo game system with *Spyro: Season of Ice*, due out in November for Game Boy Advance. By featuring more than 20 isometric 3-D adventure levels and a load of minigames, the game packs a lot of variety into a portable package. Producer Ricci Rukavina says that the game's four modes of play have allowed its developers to "squeeze every ounce of power out of the Game Boy Advance in the pursuit of an extraordinary adventure. Gamers all over the world have come to expect the best when it comes to a Spyro the Dragon game. *Spyro: Season of Ice* continues the rich

legacy that previous games have established." While Spyro is the star of the game, his friends, Hunter and Bianca, offer advice and Sparx, a dragonfly, joins in on the action. Spyro is calling on GBA players everywhere for help, too.



SPYRO

SEASON of ICE™



UNIVERSAL
DIGITAL
ECLIPSE
UNIVERSAL
INTERACTIVE STUDIOS



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PHOTO: JAMES

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PROLINE

TIOGA

ATB

classified

YOUR SECRET HEADQUARTERS FOR THE COOLEST CODES ON THE PLANET

information



WRASLIN'

We've found a Fire Pro Wrestling code that grabs you in a headlock and won't let go! To unlock every wrestler in the game—we'll over 300 different brawlers—go to the Edit Wrestler screen. Choose ALL as your nickname, STYLE as your first name and CLEAR as your last name. Finally, toggle exchange to OFF and switch to the small square.



Grab a grapple and pin to win. You'd better act fast to get a large block of time to check out.

IRIDION[™] -3D-

PRETTY PICTURES AND MANY MEN

How'd you like an Iridion 3D code? How about two? To unlock a gallery full of game-related artwork, go to the Password menu and input "GALLERY". You'll be taken to a screen with an image of the Iridion ship. Use the Control Pad to rotate the image and zoom in and out, and press the A Button to skip to the next piece of artwork. And if it's infinite lives you crave, use the password "INWISABLE". Be sure to include the asterisks with both codes.



Beautiful artwork is the boat's names, but it's no match for an invincibility cheat.

THE SINISTER SIX SPIDER-MAN 2

CHEERIO, MYSTERIO

Spider-Man makes his villain-dumping return to the Game Boy Color in Spider-Man 2: The Sinister Six. And, boy, do we have codes! Unlimited webbing, increased difficulty settings, weird little minigames—you name it, we've got it. Enter all codes at the Title screen, which is the screen that shows Spidey swinging through the air. So stop watching that Spider-Man movie trailer that you downloaded off the Net and start thrashing baddies.

THE ROAD LESS TRAVELED

To open up a Level Select menu, press B, A, Left, Down, Up then Right. You'll be able to warp to the level of your choice and gain unlimited webbing and health to, to boot.



JUMPMAN?

If you want to take a peek at a really odd minigame, press A, B, A, B then Down. You'll be taken to a secret stage where lanky bears are leaping from a burning building and Spidey and Doctor Octopus have to catch them with a trampoline. Excellent!



CODE

* * * B *

* * * * A

* * A B A A

EFFECT

UNLIMITED WEBBING

UNLOCK NIGHTMARE DIFFICULTY

SPIDEY'S WEB DESTROY'S ENEMIES ON CONTACT

ICON KEY: C BUTTONS CONTROL PAD ★★★★★ BIG CHEAT WACKY HOT JUST FOR FUN SENT BY READER

SPIDER-MAN

BIRDBRAINS

We couldn't let Spider-Man 2: The Sinister Six steal all the glory, so we're tossing in a code for Spidey's original Game Boy Color title. To change all of your enemies into shrieking birds, go to the Password screen and enter BIRDY. The new enemies are a royal pain, as they actually follow Spider-Man around the levels and attack him at every turn.



Birds on a vine don't stay there for long with the code. Run, Spidey, run!

NBA SHOWTIME NBA on NBC

SHOWTIME, BABY!

Fans of portable basketball games can stand up and cheer, because we've got brand-new codes for NBA Showtime on the GBC. For unlimited turbo, press Up, B, A, Up, B, A, Up, B then A at the Title screen. To unlock two hidden courts, press Left, Left, A, A, Left, Down, Right, B then A at the Title screen. And to play with two development teams, the San Diego Midway and the Melbourne Torus, input Up, A, Down, B, Right, Left, Right, Left, B then A at the Title screen.



You can use new courts in Exhibition Mode only. You can use the new teams at any time.

NBA Hoopz

BASKETBALL BROUHAHA

While the spelling of NBA Hoopz might be a bit off, the code selection is spot on. To enter the codes, pick a team and start a new game. When the Play Match screen appears, you'll see three basketballs at the bottom of the screen. Use the ball and the letters "N," "B" and "A" to set the codes. Press Start to toggle between the first ball and the letters, B to work the second and A to change the final one. All codes end with a direction, which you enter on the Control Pad. You can use multiple codes, but you must reenter them when you start a new game.



Oh yes—they never get to offshore driving anymore.

| CODE | EFFECT |
|------------------|-------------------|
| BALL, A, B, * | INFINITE TURBO |
| A, BALL, BALL, * | SHOW HOT SPOT |
| B, B, B, * | DISABLE "ON-FIRE" |
| N, A, B, * | FACTORY COURT |
| BALL, N, B, * | FUTURE COURT |
| N, B, A, * | ISLAND COURT |
| N, BALL, A, * | NIGHTCLUB COURT |
| B, A, BALL, * | OIL RIG COURT |
| A, A, B, * | PRACTICE COURT |
| B, BALL, N, * | PRISON COURT |
| N, N, N, * | ROOFTOP COURT |
| A, B, N, * | VOLCANO COURT |

SUPER MONKEY BALL

MONKEY **B**USINESS

While other games have featured rolling heroes, banana pickups and fun-loving animals with personality plus, Sega's launch title for the Nintendo GameCube is a whole new ball game. *Super Monkey Ball* was originally an arcade game in Japan, and all of its single- and multiplayer tilting platform fun has been preserved in the game's transition to Nintendo GameCube. But the folks at Sega weren't just monkeying around when they brought their arcade hit to a home console. They added three party games and three mini-games, giving players seven different ways to make a monkey out of their game.



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MONKEY BALL SEE...

Super Monkey Ball's Arcade Mode, which allows one to four players to compete, is a tension-riddled test of skill. The Monkey Balls are balanced on platforms that are suspended high in the air, and players must tilt the platforms with enough finesse to keep their Monkey Balls rolling through the courses as fast as they can without falling off the edge. In the beginner levels, it's not very hard to keep your Monkey on course. But later courses (there are dozens and dozens) feature huge gaps, thin bridges, bumps, sliding platforms and all sorts of obstacles. Players also have to pick up as many bananas as possible. Especially in multiplayer, as the points add up to the end of the game.



Navigating the moving platforms takes patience and skill. Ice berys help keep right off the edge.



The monkeyscapes are many and varied in Super Monkey Ball. Obstacles and challenges abound!



MONKEY BALL DO!

While many of the levels are incredibly challenging, especially when the controls are very easy to learn. In Arcade Mode, all you need is the Control Pad and the A Button. As you compete against your friends, you'll see how powerful, speedy images of them in your own sector of the screen so you can keep track of their progress. To be top banana, you'll need to speed through the levels as carefully as you can. If you fall off the course, you'll have to start at the beginning. So caution is just as important as quickness.



Up in your plays can enjoy Super Monkey Ball's charm.



Great, this mode is the best part of the bottom of the screen, in exclusive to the Nintendo GameCube version of Super Monkey Ball.



PARTY ANIMALS

Three party games are available from the very first moment you place Super Monkey Ball in your GCN. Up to four players can monkey with the silly party games, which have very little—besides the Monkey Balls—in common.

MONKEY BRAWL

Each monkey is outfitted with a large boxing glove on the outside of its ball to use to knock the other monkeys off the platform. The monkey with the most points is indicated with a crown so the other fighters know who to target. Power-ups add a random element to the game, granting things like even larger boxing gloves and a longer reach to the player who picks them up.



Players earn points by winning matches and collecting bananas.



ON TARGET

The monkeys roll down a ramp that propels them into the air, over water, through obstacles and eventually onto a target marked with different point values. Players must choose the right moment to open the transparent balls to form makeshift wings, which their monkeys can use to glide to the target. The smaller and farther away the target is, the more points you'll earn for landing on it.



ON A ROLL

Monkey Race is a simple concept—the fastest monkey wins. Players race around a track, trying to be the first to finish, but, of course, it's not as easy as it sounds. The monkeys can pick up items to use against the competition, Mario Kart-style, and some spots along the road actually knock the monkeys off the course or in the wrong direction.



The small map in the fourth sector shows the monkey's progress.



The action gets pretty hectic when four monkeys are racing through a track. Large markers and color-coding help players know their status at a glance.

MORE FUN THAN A BARREL OF MONKEY BALLS

Gamers who can't get enough monkey action can play the one-player Arcade Mode to earn points. As the points add up, the minigames become available. Sega put a lot of effort into each of the games in Super Monkey Ball, and it shows in the complex minigames, each of which is a thoroughly enjoyable version of the sport upon which it is based.

BANANA SPLIT

Monkey Bowl is one of the best-adapted video game versions of bowling any Nintendo system has ever seen. Players choose the direction, speed and spin of the ball and get to watch a funny monkey roll down to the end of the lane. It's bowling bliss.



The monkeys vary in weight, which changes the way they travel along the lane.



The monkeys cheer at the end of a multi-player game to celebrate a victory.



TEE TIME

Monkey Golf is as authentic golf/minigolf game this is on par with many other video golf games. You're in control of the monkey's direction and swing power, but it's the monkey itself that swings a club inside the clear ball, which hurls the monkey through the course and toward the cup.



RIGHT ON CUE

The monkey's aren't behind the eight ball—they're in it in the playfully over-the-top Monkey Billiards. As the quiet, classy music plays in the background, players can line up their shots and put a little English on 'em while they're at it. As with the other minigames, Monkey Billiards is easily one of the finest games of its genre.



Gorilla lines up a shot in Monkey Billiards. His extra left can be helpful in the rimpines.

HAVE A (MONKEY) BALL

Super Monkey Ball has a bunch of habit-forming modes you'll go bananas over. The Arcade Mode alone is more than enough reason to give the game a try, and when you add the crowd-pleasing party games and minigames to the formula, you and your friends will definitely have a ball.



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Choose from 14 golfers, 5 courses and a variety of clubs.



Tee off with up to 3 other players.

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COUNSELORS' CORNER

Your Questions—Our Experts!



TONY HAWK'S PRO SKATER 2 (GBA)

WHERE ARE THE OLOSKOOL GAPS?

You'll figure out the locations of the Olo-skoool Gaps if you spend enough time skating around in the Warehouse. If you want to collect your money right away,



Line yourself up, build up plenty of speed then slide between two short ramps near the puddle on the floor. You'll need to make the jump to collect the letter S in S&S-A-T-E.



The ramp between the two vert ramps is fairly wide, so you'll need to be going fast before you attempt the horizontal jump.

between the two vert ramps on either side of the ramp to the right of the starting ramp. The third gap is over the tongue-shaped extension of the back wall.



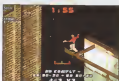
A straight jump over the wall extension is very tough, so you should take advantage of the game's unusual physics to spin around it as part of a vert move.

HOW DO I GET TO THE SECOND ROOFTOP IN BOSTON?

As its name suggests, the Rooftops, Boston, level has two separate buildings that you can skate—if you can figure out how to get across the gap between them.



Use the vert ramp beneath the billboard to reach the rail. Try to land cleanly from the ramp so you'll have some momentum when begin grinding the rail.



Slide during the grind on the billboard to build speed. Then jump over the gap between the buildings. Try to jump just as you reach the end of the rail.

sequence is landing on the ledge. Make sure you are facing forward when you land, so you can grind to an open area on the roof of the taller building.

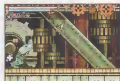


You'll probably fall into the gap if you're pointed to the right when you land on the ledge of the taller building. Press Left on the Control Pad as you land to face the correct direction.

CASTLEVANIA: CIRCLE OF THE MOON

HOW DO I CLIMB WALLS?

You'll run across many areas in the castle that require you to climb up the walls, but you won't be able to do so until you find



the Kick Boots before you can reach the Kick Boots. Remember to leap when the monster raises his arms to attack.

the Kick Boots in the Machine Tower. The boots allow you to bounce off walls and leap diagonally. You can use the ability



After you grab the boots, you'll be able to kick yourself off the walls. It's the only way to reach many elevated platforms.

to zigzag up narrow, vertical corridors where there isn't enough space for you to perform double jumps.



Kick Boots are essential in narrow passages without platforms. You'll need to jump back and forth between the walls to progress.

IS THERE A WAY TO GET PAST THE IRON MAIDENS?

Iron Maidens—statues that look like sarcophagi—will block you from entering many important passages until you find



The mysterious Iron Maidens are temporary obstacles. Proceed to the Chapel Tower to find the switch that eliminates them.

the switch that destroys them. Of course, you'll have to battle a tough boss—Adramelech—to reach the room that



Adramelech may have a few things to say—be wary—about your reaching the switch. Equip a strong DSS attack when you fight the boss.

contains the switch. Attack Adramelech's head while you dodge the creature's energy and skull projectiles.



Slomp the switch in the small room beyond Adramelech to destroy all the Iron Maidens in the castle.

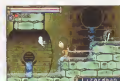
HOW DO I SUMMON FAMILIARS?

Familiars are creatures that you can conjure to attack your enemies. The familiar you create depends on what DSS card



Defeat the Fallen Angel near the Battle Tower entrance to make it drop the Saturn card. The Action card allows you to create familiars.

combination you choose, but there is one constant—you must always use the Saturn Action card. To get the Saturn card,



Familiars take the form of an animal or mythological creature. Most of them will attack enemies while you deliver your own attacks.

you need to defeat the Fallen Angel outside the entrance to the Battle Tower. Equip the card with any Attribute card



If you combine the Golden card with the Saturn card, you'll create a Hawk Familiar that independently attacks enemies.

THE LEGEND OF ZELDA: MAJORA'S MASK

HOW DO I HELP THE GUY IN THE TOILET?

There are few things more annoying than discovering that the toilet paper is missing from the bathroom—particularly



Any scrap of paper will do in a pinch. A letter is useful, but it may be easiest to get the Deku Scrub's title deed.

when you are in the toilet. At midnight on each of the three days, a desperate person will reach out from the toilet in the Stock



You'll need to be inside the Stock Pot Inn after hours, so use the room key or hover through the door on the deck.

Pot Inn and ask for paper. If you hand over a letter or a title deed, you'll receive a Piece of Heart in return.



Hand over the paper at midnight when the hand reaches out for relief. Your good deed will earn you a Piece of Heart.

HOW DO I OPEN MILK ROAD?

The first time you go down Milk Road, you'll encounter a big boulder blocking your progress. You'll need a Powder Keg to



Talk to the bomb master in the Goron Village to learn about Powder Kegs.

clear the way to Romani Ranch. To get the keg, visit the bomb master's cave in Goron Village after spring returns. He'll certify



Unlock the entrance to the Goron Racetrack to reclaim the bomb master.



Using a Powder Keg is the only way to open Milk Road. You can buy one in the Bomb Shop

HOW DO I DEFEAT THE IKANA KING?

Defeating Igno du Ikana and his two guards is a complicated process. Fight off the bony bodyguards so you can burn



Hit the guards until they fall down, then destroy them with reflected sunlight.

away the curtains on the windows with Fire Arrows. Knock down the guards with your sword, then smother them by reflect-



The king is invulnerable while his head spins around. Simply avoid him until he reassembles.

ing sunlight onto them with your Mirror Shield. Burn the king the same way, but wait until his head stops flying around.

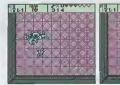


Shoot Fire Arrows at the king to make him lower his shield, then burn him with sunlight.

THE LEGEND OF ZELDA: ORACLE OF SEASONS

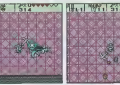
HOW DO I DEFEAT GOHMA?

In a change from previous boss battles in Oracle of Seasons, you'll need to adjust your equipment mid-battle to defeat



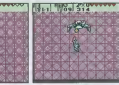
The Dancing Dragon Dungeon beats. Gohma will slash at you with its big claw until you destroy it.

Gohma. First, equip Rock's Feather and your sword so you have the speed to dodge and attack the monster's large



After its claw is gone, Gohma will go to the crests at you. They leave hearts behind when you defeat them.

claw. After the claw is destroyed, replace the feather with the Slingshot. When Gohma opens its eye, fire a seed at it.



Get into position beneath the boss, then shoot seeds into its eye. It takes several hits to finish off the monster.

HOW DO I SHIFT THE DIRECTION OF THE TURNSTILE?

The first turnstile you'll discover is in the Ancient Ruins, a large and potentially confusing dungeon. Initially, the turnstile will



When you start or restart the Ancient Ruins, the turnstile will allow you to go east only. Make a loop through four rooms until you reach the room to the south of the turnstile.

let you turn only east at its junction. To make it turn west, you'll need to go clockwise through four rooms to make a loop



After you find a key, you'll be able to make a longer loop that will take you north through the turnstile. When you reenter the turnstile, you'll be able to reach the western section of the dungeon's first floor.

back to the room just south of the turnstile. You'll need to make even more complicated loops later in the game.

Q&A FAST FACTS

Stack? Pick up the phone and give our counselors a call. Or write to Counselors' Corner, P.O. Box 87032, Redwood, WA 98073-8732.

In the USA Call: 1-800-288-0707
In Canada Call: 1-800-451-4400

CALL for more info. Callers under 18 need parental permission to call.

Fortress

- Q: What is Mini Mode?**
A: Mini Mode is faster than Normal Mode, and you aren't given a head start at the beginning.
- Q: What do I get for completing Tournament Mode?**
A: You'll get to see the game credits.
- Q: Are there any differences between time periods?**
A: The only differences are the graphics and animations. The music and weapons effects are the same in all the levels.

Jurassic Park 3: The DNA Factor

- Q: How do I shoot little dinosaurs?**
A: You must press the R button to crouch, then hit the B button to fire a weapon.
- Q: Why do I have to repeat a level after I beat it?**
A: You must successfully complete the DNA strand game at the end of each level to progress to the next level.
- Q: How do I pick up weapons?**
A: You must crouch to pick up weapons. Pressing the R button makes you crouch.

Make the Most of Your Game Counseling Call

Before you make a call, ask yourself five questions: What haven't I tried? Where haven't I gone in a while? Have I worn a similar item or situation before? Why would a particular item or person be in a particular spot? Is there a character in the game who might be able to help me?

Wave Race game debut with the Nintendo 64 system. It was an instant success, becoming one of the most popular racing titles in Nintendo history. Just as the anticipated arrival of the Nintendo GameCube signals a new age for video games, Wave Race Blue Storm signals new life for the classic racer. Sporting improved graphics, wondrous sound, and the best water controls you've ever seen, Wave Race: Blue Storm will take you to the best of the ocean's fastest and hydrophobic races. Don't forget to grab a life preserver and buy some sunscreen as the N64 GameCube takes you through its smooth, white-knuckle racing that's as fast and fun as the waves.



The woods of Kootenai are full of moss, mushrooms, which means they behave exactly as water would if you took your own watercolor set for a spin up the lake.



What good is a racing game without challenging courses? *Wreck Race: Blue Skies* lets you tear it up on eight unique tracks that are spread across the four corners of the Earth: Dodge boulders and fishing boats as you fly through the vacation paradise of Aspen Lake. Weave your chubby polar bear and massive cruise ships while avoiding crumbling icebergs in Arctic Bay. Shelter polarbats and aid tourists running for cover as you crash through open-market cities in the Venice-like La Ranza Canal. Bring a decent camera because the game also boasts fully licensed live environments and beautifully rendered backgrounds. Much like on a real trip around the world, you'll have a hard time seeing everything—no matter how long you play.



PICK A PILOT

Nintendo has designed some of the bravest and racier skilled riders in the world to take on the Wave Race Challenge. Each rider is rated in five individual areas: top speed, acceleration, maneuvering, stunt skill and strength. The Wave Race Blue Storm races vary widely in skill, which is a welcome change from racing games where every participant handles like the same person. Skilled players must learn to use different techniques for each race based on the rider they select. A rider

with high acceleration and maneuvering ratings might zip through turns like a four-wheeler, while a rider with a high strength rating can put pedal to the metal and try to knock other riders out of the running. While it's fun to learn the ins and outs of one particular racer, the true challenge comes in mastering the intricacies of every rider in the game.

Even if every rider is on screen, the game streaks along without a hint of slowdown. Spraying and popping problems are nonexistent, and the only lag you'll hit comes from changing a track, wiping out, or crashing.

THE MODE ABORE

There are five different modes of play in Wave Race Blue Storm. Take on all corners and unlock new tracks in Championship Mode; replace the landscape and find hidden shortcuts without the constraints of time, buoys or other riders in Free Ride Mode; make smoothies, churn and pour drink while you kick out amazing tricks in Stunt Mode. Beat your best time and race your ghost (which takes the form of a bright yellow helicopter) in Time Trial Mode. And, finally, search through up to three other players in Multiplayer Mode: battle royale. While the single-player games are a blast, nothing can compare to the joy of dancing the victory boogie while a dejected opponent weeps off the sidelines.



Nintendo isn't all that cut in Stunt Mode, where tracks end during a 60-second challenge.



The strength rating represents your ability to clean other riders out of the running. You can lock other riders off their machines by bumping or contact them—once you're hooked in longer, the kicks are stronger.

BE THE CHAMP

Championship Mode features four difficulty settings—exhibition, normal, hard and expert. Once you clear the Dolphin Peak track on the exhibition difficulty setting, you'll move on to race five, six and seven days in a row, respectively, on the other settings. Higher winning points occur on each set of days, and you must earn a certain number on each setting to advance to the next. Once you've completed a difficulty setting, you'll unlock a new track that you can access in any mode. One

of the nice features of Championship Mode is that you can see what the weather will be like two days in advance and plan your strategy accordingly.



The built-in timer of the first lap is available with only the championship trophy on the normal (A/Race), setting.



You can track on a moment a progress with the bar on the left-hand side of the screen. Also displayed are your current place, the number of laps remaining and your speed and jump count.



STUNTED GROWTH

Smoothie-batching moves are par for the course when you take a ride through Stunt Mode. Available on any unlocked track, Stunt Mode challenges riders to complete a course in the shortest amount of time while performing the most stunts possible. You'll earn points for performing a stunt successfully, riding through a ring and finishing with a low time. The list of possible stunts reads like something from Tony Hawk's personal notebook: if he rode a 500-pound watercraft instead of a one-pound skateboard, that is. Kick out backflips, cut-cut, cut-cut, cut-cut, handstands, barrel rolls, heel flicks and more.



Ramps are high they would make an adjustment they are common in Stunt Mode. You must find an unique track for some of the hardest stunts.



Defensive acts of ramp are worth different point totals. Only the best of the best will be able to hit them off while successfully pulling off such tricks.



The power of Multiplayer Mode will not let for control. Even with this much action on screen, the racers fly fast and furious.

WEATHER THE STORM

How do you handle the weather? Not concerned about opposing riders? You can't rely on your lightning reflexes? Well, try to pull it off during a tsunami. Weather plays a huge role in Wave Race: Blue Storm, and understanding the various conditions is vital as you progress through the game, you'll see rain, snow, fog, clouds, wind and more—and each weather will affect the nature of the track. A heavy rainstorm will kick up dirt, making it massive waves to toss your craft like a baseball. Snow will slow your speed and your maneuverability to a crawl. Fog will roll in and wipe out the white line forcing you to make split-second decisions when bumps and obstacles suddenly rise out of the gloom. Once you've unlocked certain points on the track, you can use shortcuts and shortcuts to shortcuts.



Races take place both in the day-time and at night. Ocean City Harbor isn't any random backdrop, for almost a reason.



Weather also meshs havoc with the surrounding environment. Huge waves, for example, might cause crates to fall from a passing cargo ship.



RACE FOR HOME



Once the long-awaited GCN launch date of November 16th arrives, it's a sure bet that eager gamers everywhere will be clamoring for Wave Race: Blue Storm. Truly a racing game both control and graphics, it's a new breed of racing game of all sizes. We've been so much into the modes and look of the game that we've lost sight of the incredible sound effects, which place every dip, splash and engine growl right in your living room. Grab a friend, get a GCN and prepare to have a lot of fun and wild fun when Wave Race: Blue Storm hits the scene. **V**



DRAGON WARRIOR MONSTERS 2

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Battle Monsters.

Train Monsters.

Breed Monsters.

Love Monsters.

2 Monstrous RPGs.

Link 'Em Too!



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Join Cobi and Tara in Enix's newest additions to the Dragon Warrior Monsters collection for GBC. Vast new lands full of wild monsters await you in Dragon Warrior Monsters 2: Cobi's Adventure and Dragon Warrior Monsters 2: Tara's Adventure.

DRAGON WARRIOR MONSTERS 2

TARA'S ADVENTURE



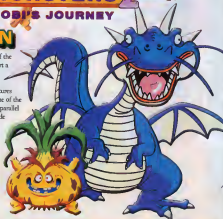
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DRAGON WARRIOR MONSTERS 2

COBI'S JOURNEY

A NEW GENERATION

A family ship sets out across the great blue ocean by request of the king. It is brimming with supplies and is on a pilgrimage to visit a Monster Ranch on a small lake known as GreatLog. Two young siblings, Cobi and Tara, scamper and play about the ship's deck, unaware that they are soon to be thrown into their own adventures and will have to rescue their new home on GreatLog. May is one of the aspiring young Monster Masters, Cobi or Tara, in immense parallel adventures. Link up the two games to unlock new secrets, trade monsters or breed new, new monsters.



BIG TROUBLE IN GREATLOG

GreatLog's Navel Plug has turned up missing, and the island is beginning slowly to sink into the ocean. Someone must find a new Navel Plug to save the Monster Ranch and the rest of the island from a watery demise. It's up to you, playing as Cobi or Tara, to save the day!



The World for a Plug

Worabou, the spirit of GreatLog, asks you to embark upon a journey to find a new Navel Plug before it's too late. The mischievous spirit acts as a temporary plug and gives you guidance as you travel to new worlds in your search for a suitable replacement.



Unlock the Mystery

Before you can use magic keys to unlock the door to a new world, the key must be appraised. Take magic keys to the Appraisal Shop in GreatLog to reveal their names. Use appraised magic keys in the Door Shrine to enter new worlds.



KEYS TO ADVENTURE

Many mysterious new worlds await you outside of GreatLog. Each world has a doorway that you must unlock before you can explore the new realm. During your travels, you will discover magic keys that unlock the doors to new worlds.

TOOLS OF THE TRADE

There are important items you can purchase, pick up on the field and find in dungeons. Equip yourself with the right tools and embark upon your quest to become the best Monster Master in all the lands and save GreatLog.



Tiny Medals

Little golden medals are scattered throughout the land. Collect Tiny Medals, then trade them with the Medal Master in GreatLog for unique gifts, such as rare monster eggs.



Meat

Meat—including beef jerky and orien—is a monster's favorite treat. Feed meat to wild monsters during battle to befriend them. Feed it to monsters in your party to reduce their wildness.



LogTwig

Twigs are small pieces of GreatLog that float in the water. Place the tokens of home in the ground while you're in the field—the Door Shrine will instantly move to you.

Herbs

Magical leaves that contain healing abilities restore 30 to 40 hit points to a monster. Some leaves are only found in long trips away from GreatLog.

Staves

Staves are magic staves that can be used in battle or while you're in the field. You'll find many types scattered throughout the land, like the Blow Staff and the Bolt Staff!

A MONSTROUS BATTLE



Test your skills in the Monster Arena in GreatLog after winning the Pirate's Key. Challenge the greatest Monster Masters to win new Magic Keys.

C Class

| | | | |
|---------|--------------|----------|------------|
| Round 1 | Wendell | Scoria | Paragon |
| Round 2 | Ironclad | FootHole | TreeBoyle |
| Round 3 | DarkVine | Gulphole | Toadstool |
| Round 4 | HornMinotaur | Subsack | Hummusmond |

B Class

| | | | |
|---------|--------------|----------|------------|
| Round 1 | Ironclad | FootHole | TreeBoyle |
| Round 2 | DarkVine | Gulphole | Toadstool |
| Round 3 | HornMinotaur | Subsack | Hummusmond |
| Round 4 | Wendell | Scoria | Paragon |

A Class

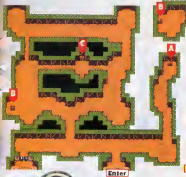
| | | | |
|---------|--------------|----------|------------|
| Round 1 | Scorch | HamFist | Scorch |
| Round 2 | Ironclad | FootHole | TreeBoyle |
| Round 3 | DarkVine | Gulphole | Toadstool |
| Round 4 | HornMinotaur | Subsack | Hummusmond |

S Class

| | | | |
|---------|--------------|----------|------------|
| Round 1 | Scorch | HamFist | Scorch |
| Round 2 | Ironclad | FootHole | TreeBoyle |
| Round 3 | DarkVine | Gulphole | Toadstool |
| Round 4 | HornMinotaur | Subsack | Hummusmond |

ICE KEY

When you return home, you'll find that GreatLog has sunk even further into the sea and that the HarMirror doesn't quite fit GreatLog's Navel. Aid a merchant in GreatLog to receive the Ice Key, then take off to a land of snow-peaked mountains and a kingdom in trouble to continue your search.



Elemental Envoy



Imprisoned in a frozen spring, a kind Elemental awaits for your help. Once the protector of the now ice-covered land, she has been weakened by a dark force. Agree to help her and receive the Crest, which grants you access to Morden Castle.



A Royal Dispute

Rumors of gold in the royal mines have the spirits of Warden and Westene up in arms over the precious site. Travel into the mines to find the fabled Berserking. Defeat Berserking to unveil the truth about the site, then return to Morden.



VitBeet

Malefic Key



Imposter King

When you speak to the peculiar-looking Imposter King of Morden, you'll be thrown in jail with this real king. Break out of jail and confront the imposter king, who is actually the heinous beast AgDevil. Defeat AgDevil to restore the real king to the throne.



Lady Yuna's Lost Spirit

The cheerful and lively Lady Yuna of Westene has fallen into an eerie state of silence. Try cheer-ing her up, then search a nearby forest for clues. Return to Westene with Yuna's Soul and defeat Puppeteer to free Lady Yuna from its clutches.



Rest for Queen Helen

Dreadful nightmares plague the graceful Queen Helen of Estria. Find the Sleepyknights high atop the snowy peaks of a mountain, then return to Estria and give it to Queen Helen. Release her from her nightmares by defeating Sleepknights.



SKY KEY

In her gratitude, the friend Elemental will give you the SkyShield, yet another potential Navel Plug. You guessed it—the SkyShield doesn't fit GreatLog's Navel, so your search must continue! Speak to GreatLog's king to get the Sky Key, then head off to the lofty heights of a land in the clouds.



Monster Imposter

The LightOrb was last seen being carried out of the tower by a giant bird. Return to the Sage and agree to return the LightOrb, then search behind his gravestone. You'll find the Chained Owl, which allows you to turn into a monster and access certain areas.



Tiny Southern Cave

You'll find that the LightOrb was stolen from MadCondor's nest. Travel to the treasure hunter's cabin, Castle Hime, where the king is hiding the LightOrb for three Heavenly Treasures. A small cave south of Hime is your first destination.



Heaven Helm

A Metabale is guarding the Heaven Helm and wants to battle before giving up his treasure. The tough little monster puts up a fierce fight, but defeating him wins you the Heaven Helm.



Tower in the Clouds

With the Heaven Helm in your possession, hop on your cloud and head southwest to the Wind Tower. Once in the tower, watch your step! Fly across crossbeams using the cloud. Climb to the top of the tower and obtain the Heaven Armor.



Exit

Sword



Exit



Exit



Haunted Castle

With two Heavenly Treasures in your possession, your next stop is the haunted castle far east of Castle Hime. Many traps and tricks await you there. Defeat a powerful undead knight, Nitech, and his elemental hand, Onigo, to get the final Heavenly Treasure, the Heaven Sword.



Gentle Monsters

The town of Thun is your first stop. Speak to the spirit of the Great Sage by his grave about the LightOrb. Enter the tower in north Hime and a team of monsters will have zero witness and search for the LightOrb.



MadCondor

A giant bird with an odd affinity for shiny things has flown off with the LightOrb. With a MadCondor in your party to attract the bird, travel to the mountain west of Phe. Battle and defeat MadCondor in its nest.



Exit

Exit



Exit



Exit



Exit



Exit



Exit



Mudou the Mighty

The three Heavenly Treasures are finally yours. Trade them for the LightOrb. Head back to Castle Hime to cash in, but don't expect a warm greeting. Mudou won't give up the LightOrb without a fight.



LIMBO KEY

GreatLog is in dire trouble and still in need of a suitable Navel Plug. The evil Lord Darck has promised you a Navel Plug if you bring him more treasures. With the three treasures from other worlds in hand, make your final journey to the Land of Limbo. Prepare yourself before you leave, for the dark world between worlds is treacherous. You are GreatLog's only hope!



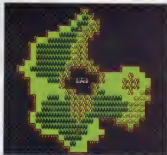
Lord Darck's Minion

In the hope of claiming a Navel Plug peacefully give up the Tidewalk, Hammer and SkyShield. Lord Darck's evil minion has other plans and will send three powerful monsters to finish you off. Defeat Deadblable, Armerman and Ginkos to continue.



Battle the Darck Side

With your three strongest monsters backing you, valiantly march on to battle Lord Darck. Use your monsters' strongest physical and magic attacks, and be sure to include a monster that can heal the party. Show him the strength to power of a true Monster Master and save all of GreatLog.



SHARE AND SHARE ALIKE

What fun is having monsters if you can't show off your great catches and creations? One of the great link options allows you to breed monsters with a friend. You won't have to struggle to catch that rare monster your friend already has. Breed it with one of yours and get its cool move!



Monster Love

Link up with a friend and introduce your monsters. You can create even more stellar eggs when your monster and a friend's monster like one another. If they don't show interest, try changing the personality of one of the monsters.

Strength in Friends

When you breed your monsters with a friend's, you breed for success. Both Monster Masters will get a stronger monster that has great attributes from both parents. Imagine the unbelievable combinations you and a friend can create.



BUT WAIT, THERE'S MORE

With 300+ monsters for you to master, virtually boundless breeding possibilities and lots of mysterious secondary worlds, the replay value of Dragon Warrior Monsters 2: Cobi's Adventure and Dragon Warrior Monsters 2: Tanak's Adventure is mind-boggling. Return to dungeons over and over, too, since their layout won't change. Who knows what secrets or new monsters you'll find? Whether you prefer spunky Cobi or clever Tanak, both games are a must have for any true Dragon Warrior fan.



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Golden Sun



Classic role-playing action comes alive on the Game Boy Advance with *Golden Sun*, a mythical new game from Nintendo and Camelot Software. Hold on tight as NP gives you an exclusive look at the newest phenomenon to hit the RPG world.



What's the Camelot recipe for RPG success? Start with an epic story line, add an incredibly deep combat system and a plethora of mind-bending puzzles, then display it all with graphics that can only be described as stunning—the end result is *Golden Sun*. Note that the English translation was not complete as of press time, so some names and places may change in the final version.



The Golden Sun Also Rises

The tale opens with a bang as the reader is thrust into a world where a version of alchemy is the catalyst for change. *Individo* is characterized by a massive rock slide. On the way down, the *Individo* who have mastered the use of alchemy are able to turn them to more harm and attack others. The *Individo* of their minds. As the rock slide comes crashing down, Hussein, Isaac and Gurev are caught in the middle. While rushing to save the village, they are forced to leave their brother, Fritz, in danger.



...responsibility that he accepted reluctantly. His forte is the Earth element.



Best in town? **Chillford Road**
Dashing and reckless, Gerat is
strong in fire and armed combat



He is a **paladin**, **holy** Mage from a town outside of Wile. Users of **Pynergy** are also known as **Adaptors**.



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Water

Though having their hometown crushed by boulders was tragic, the real trouble begins when Isaac, Garot and Jenna travel to Sol Sanctum. The sacred temple is the resting place of the four Elemental Stones, but Satoru and Moranti have discovered its location and are closing in fast.



The people of Volo keep their town hidden from outsiders, lest visitors become frightened by their Pyrragony. Though the denizens of Volo think they are the only ones with Pyrragony, you'll meet friends and enemies along the journey who also possess the power.



Each character's alignment is an elemental force—Earth, Wind, Fire, or Water—but all characters can use any available elemental attack.



Empire of the Sun

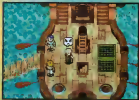
It's time to go back to the land of the living, and you'll have to explore. What you'll find is a world where you'll move your character around. Once you enter a save, or save area, it's a good idea to save your game. You'll find a lot of things in Chrono Trilogie. Battles come in many forms, and you can't see or avoid them. You'll find a lot of things in Chrono Trilogie. Battles come in many forms, and you can't see or avoid them. You'll find a lot of things in Chrono Trilogie. Battles come in many forms, and you can't see or avoid them.



The island of the Empire of the Sun is a large island with a central city and several smaller islands surrounding it. The island is a large island with a central city and several smaller islands surrounding it. The island is a large island with a central city and several smaller islands surrounding it.



Platform battles can be tricky, but a lot of interesting. Combat is mostly included in the key features so you can use your most commonly used Psynergy to the L and R buttons.



Many members of the Golden Sun are on the Golden Sun. Many members of the Golden Sun are on the Golden Sun. Many members of the Golden Sun are on the Golden Sun.



Golden Sun is a game where you can use your most commonly used Psynergy to the L and R buttons. Golden Sun is a game where you can use your most commonly used Psynergy to the L and R buttons.



Golden Sun is a game where you can use your most commonly used Psynergy to the L and R buttons. Golden Sun is a game where you can use your most commonly used Psynergy to the L and R buttons.

Earth



Psychery, Sword and Shield

Psychery is a game where you can use your most commonly used Psynergy to the L and R buttons. Psychery is a game where you can use your most commonly used Psynergy to the L and R buttons.



Psycho's Assassin's Blade lets out a howl! Mortal Danger!

Psychery is a game where you can use your most commonly used Psynergy to the L and R buttons. Psychery is a game where you can use your most commonly used Psynergy to the L and R buttons.

Psychery's Rules

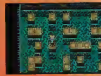
Psychery is a game where you can use your most commonly used Psynergy to the L and R buttons. Psychery is a game where you can use your most commonly used Psynergy to the L and R buttons.



Fire

Psychery is a game where you can use your most commonly used Psynergy to the L and R buttons. Psychery is a game where you can use your most commonly used Psynergy to the L and R buttons.

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Psycho's Assassin's Blade lets out a howl! Mortal Danger!



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Psychery is a game where you can use your most commonly used Psynergy to the L and R buttons. Psychery is a game where you can use your most commonly used Psynergy to the L and R buttons.

The Fury of the Djinn



It's not always as simple as "I'm a Djinn, I'm a Djinn." Though it's true, you'll have a lot of fun with these creatures.

In the series, there are four types of Djinn: Water (Earth), Fire (Wind), Ice (Wind), and Lightning (Wind). Once a Djinn is captured, it must be tamed. Taming is done by using a certain Potion. When you use a Potion, it summons a monster into battle. If you have more than one of a certain type, you can use them together to summon a different type of creature. If you have four or more Djinn, different summons are available. Djinn are powerful creatures, nothing short of spectacular.



Water Djinn can use Thunder on enemies and allies and is a good ally. Get them in your party.



Wind is the element of choice for the Djinn. Their formidable Psynergy can lift an enemy straight off the battlefield.



The pure offensive might of Fire Djinn is unrivaled. Use them together for an explosive fireworks show.



The rock solid and powerful Earth Djinn will give an enemy a hard time.

Sundown

For the last time, Nintendo and Camelot have heard your cries and brought you the most powerful of all. A trek through the world of Golden Sun conjures up fond memories of Zelda, Dragon Warrior and the Secret of Mana, but it has enough of its own magic for a dozen adventures. Add a multiplayer Arena Mode—where you can go toe-to-toe with a fellow Adept—for the most fun role-playing game of the year. Your cue to the ground! We'll have full coverage of Golden Sun, including screen shots, walkthroughs, and Djinn locations, in upcoming issues of Nintendo Power.



Has to be defending! Cannot summon! (Mistake!)



Even so defending! Frodo summons! (Mistake!)

Wind



Classic Arcade Action on the Go!



Capcom's Timeless Fighting Masterpieces Conquer the Game Boy Advance System.



GAME BOY ADVANCE



VIOLENCE



CAPCOM

Lady Sia



Battle your way through a magical kingdom as a sword-wielding woman of action in Lady Sia from TDK Mediactive. Sia carries a sword instead of a scepter—the lady is a champ!

Battler Royal

Terrible things are happening in the Human Kingdom of Athorre, a land near Lady Sia's domain. The evil sorcerer, Onimen, and his band of beady Tsoas have taken numerous humans hostage and laid waste to their lands. Lady Sia is the princess of the magical Kingdom of Myriad. She gathers together the leaders of the nearby magical kingdoms to discuss what to do about the potential threat of Onimen and his Tsoas, but no one wants to act. Lady Sia ventures out alone to take care of the situation herself.



The Kingdom of Athorre

Enraged by the other leaders' reluctance to do anything about Onimen and his minions, Sia awakens outside the safe confines of her castle, only to be knocked out by two Tsoas. She awakens in a jail-house without her Jade Sword or Family Ring. A cloaked figure helps her escape the jail and shows her how to get around the Human Kingdom. Players must guide the powerful princess through several areas of Athorre to find Sia's Jade Sword and ring, taking care also to locate the blue gems that power her Family Ring, the hearts that give her health, the enslaved humans and the green jewels that are scattered around Athorre.



The Castle

The Castle is a strange, dry ruin with many dangerous jumps and leaps of faith. Be sure to pick up enough of the blue gems and

hearts to keep you powered up and healthy. You don't have to save all the humans or collect all the green jewels to continue.



Sneak by the Guard



The large, sleeping, bearded guards are very powerful and fast. You can sneak by them by holding down the L Button when walking past them. If you don't sneak by, they will wake up and attack you.



Pull the Lever and Collect the Jewel



Push Up on the Control Pad to pull the lever. Afterward, drop down then walk left under the platform to pick up a green jewel. Remember how to work the levers—it comes in handy later.

Fighting Guards



You're armed with a temporary sword at the start. Use the B Button to slash enemies.

Collect Blue Gems



Pick up the gems to power your Family Ring. You can use the power before you have the ring.

Collect Hearts



Hearts refill your life meter, which is also heart-shaped. Collect them when needed.

Free the Boy



Slash at the ropes that bind the boy by pressing B. Don't worry, you won't hurt him.

Use the Hook



Go right then down from the boy, then wait for the hook to take you to the ladder.

Free the Girl



Climb the long ladder to reach the girl. Free her, then ride the hook back up to continue.

Down Under



Push Down and Left on the Control Pad to crawl under the hole in the wall.

Save Points



The strange, swirly cloud is a Save Point. Once you pass it, it will look like Sia.

Freedom



Just press and above the Save Point is another enslaved human for you to save.



Shoot the Door

Use your magical ring's power by holding down the B Button to create a bridge.



Emancipation

Ride the floating platform, then walk to the right to free another enslaved girl.



Barrel Blast

Sword back from the barrel, then use the ring's power to blow it up safely.



The Last Hostage

The last hostage is just to the left and up from the barrel. Free her.



Rind Rescue

When you reach the tent, an automatic Rind Rescue sequence will start.

©2001 TDK Mediactive

The Village

You'll spend most of your time in the Village in a series of caves beneath the town. You'll do a bit of backtracking, too, but not

much. The bear guards are back, and there are many in the level. Sneak past them when you can.



Sneak Past



The bear-like guards have very strong rolling attacks, so it's best to sneak past them.

Over the Water



Before you climb up, head all the way to the right, past past the water, to free the boy.

On the Ledges



Climb up the windmill to the ledges. Using care to pick up all of this stuff.

Hop to the Boat and Ride Across



From the rightmost ledge, jump over to the boat. Try to land in the center of the boat—you may fall otherwise. Push Up on the Control Pad to ride the boat across the rocks.

Free the Girl and Avoid Barrels



Sneak past the bear guards, jump past the wall and work over to the house. Free the girl, but be careful to avoid the barrels the kramdon throw in your path.

Jump Down a Well



Go to the Left



Sneak back to the well, then push Down on the Control Pad to enter it.

Falling Stalactite



Wait until the bucket drops near an opening on the left, then jump out of the bucket.

Falling Stalactite



As you're sneaking past the bears, be careful—the stalactites will do a lot of damage.

Cave Shove



Jump up to the small ledges to the left to reach a girl. Watch for the stalactite!

Secret Treasure



Go up the second set of small ledges then walk through the wall to reach the treasure.

Pull the Lever Then Use the Platform



When you're on the ison with the secret treasure, pull the lever by pushing Up on the Control Pad to move the gray platform move. Ride it to the top, then go back into the well.

Crawl Under



Ride the bucket to the left, turn on right, then crawl under the crystal formation.

Moving Float



Go past the bear, then push Down on the Control Pad to look for the float. Jump on it.

Find the Boy



Jump up the rock ledges, then head left to the house. Be careful near the stalactite.

Ride the Water Up



Jump to the center of the waterpoint to ride it up and out of the underground area.

Boy Trouble



Walk left from the water-point. Sneak past the bears, then jump up to the boy.

The Jade Sword



Head right to reclaim your sword. Practice using it on the shielded guards.

The City

Lady Sia hates human cities, but she must search the City for her Family Ring, which gives her great power. The City is very

straightforward, with most of Sia's adventures following a left-to-right pattern. You will also have to climb up a few times.



Destroy Barrel of Hedgehogs



Use the Jade Sword to slice through the barrel of annoying hedgehogs to stop the steady flow of robots. Don't approach the hedgehogs too quickly—they're prickly.

Rot Attack



Tough Guys



Time your blows carefully, or the rat creatures will run into you and hurt you a little.

Liberate the Knight



Brown-bears will drop from above. Take out the shielded bear, then rescue the knight. Jump up the ledges of the park building, picking up items as you go, then free the knight.

Be Very Afraid



The bee is very fast. Carefully spread it, then sweet it with the Jade Sword.

Hidden Diamonds



Jump atop the lampposts to reach hidden green jewels.

Drop on Anvil



Pull the lever to drop an owl on the head of the well-armed fox.

Avoid the Fish to Leap to Safety



The fish will knock you into the water, and our Lady can't swim, so do your best to avoid them. Carefully jump from barrel to crate to barrel. Just past the water is a Saw Point.



Pumpkin Bear Attack



Face your sword attacks so you can run away when the pumpkin appears. Take out the bear on the right.

Get the Key and Jewels



Jump up the ledges to a key and a few other items. Leap to the left and walk on air to reach the green jewels.

Bottle the Bears then Unlock the Lever



Quickly attack the bears before they use their magical attacks against you. Avoid the magic if you aren't quick enough. Pull the lever, then jump on the crate to get across the water.



Free Two Hostages



Get past another bear/pumpkin trap to reach the knight. Take out a couple of rats to reach the girl.

The Family Ring



Pluck the Family Ring from its perch. With it, the power of your energy balls is much stronger.



The T'soa Airport

Quite soon after you land at the T'soa Airport, you'll realize that it is much more dangerous than the other areas you've visited. You

must be careful in the airports—there are many places to fall and plenty of obstacles to avoid.



First Lever



Carefully move right, then down to reach the first lever. Pull it to stop the windmill.

Second Lever



Run past the windmill, then jump up to the second lever and pull it to stop another windmill.

Third Lever



Jump up and to the right of the second lever to locate the third lever you need to pull.



Secret Heart



Continue to the right, but don't cross the bridge. Ride the wooden platform down to the heart.

Take Flight



Jump right from the heart to free a prisoner, then ride the bird through the air to the other side.



Bombs and Birds



Fly carefully, avoiding both the enemy birds and the bombs the small airship tries to drop on your head.

Flip the Switch



After landing the bird on the perch, go right then down to reach the small airship. Pull it, then start climbing up.

Reach the Top



Make your way up and slightly left to the top of the blimp, near the windmill. Fight the birds with the sword.

Down the Blimp



Charge your Family Ring's magic by holding down B, then send it flying at the blimp.

Switch Two Levers



Locate and pull both levers swaked 10 on the map to turn off the laser so you can go on.

Liberation



Jump right from the top lever to reach the boy in distress. Free him.

Save the Girl



Run across the bridge, avoiding the bombs the kites rats throw at you, to save the girl.

Windmill Lever



Head down and right from the girl to pull the lever, then make your way left.

Drop to the Girl



Fall through the pipe to reach the girl, then ride the balloons back to higher ground.

Birdy Blitz



Take another flight to the right, once again avoiding bombs and birds.

Green Beams



Run between the beams when they pause, or skip the lower area altogether.

Blimp Attack



Flip the top switch to ride up to the last area. Smash the blimp to stop its bombing.

Ride Up



Ride the switchgrass the blimp, then ride the platform to the top and hop on the bird.

The Pelican

Fly over to the mice that come out on deck and use the B Button to knock them off the ship. After you've dropped a few mice, the Pelican will come out on deck. Fly over to him and press B to make him surrender. If your health gets low, there is a gold heart below the right side of the ship.



The Peripheral Realms

After you defeat the Pelican, three new areas will open for you to enter in any order. We've chosen to tackle them as they're ordered on the map, but you

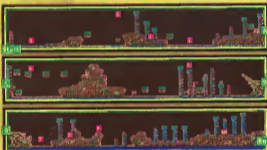
don't have to. We'll show you how to get through the Water Kingdom and the Fire Realm, but you'll have to check out the Air Kingdom yourself.



The Water Kingdom

Lady Sia cannot swim, which makes the Water Kingdom quite a challenge. Be very careful when jumping across the water. If you

can't defeat Poseidon with the lives you have left at the end of the Water Kingdom, you'll have to do the area over again.



Jump Gaps



The gaps are very wide, but Sia can make them jump at the last second to clear the gaps.

Column Crisis



A boy sits between two columns, just waiting for you to save him with your trusty sword.

More Jewels



If you jump up to the highest column, you will see several more green jewels to take.

Rocks Will Appear



Rocks will pop out of the water when you get close to the edge. Wait for them.

Crabby Fire



The crabby fire is a lot of power. Jump at you. Try to time your jumps to avoid their fire.

Activate the Waterspouts



At the top of the second tall column is a switch shaped like a star. Pull it to trigger the waterspouts, which will help you get across to the ship.

Ship Shape?



Just past the named ship is another hostage. Free him, then continue on.

Hostage Hal



Whack the bottom of the column with your sword to create a makeshift bridge.

Column Sense



Shoot the shark from above, so he doesn't harm you, then save the girl.

Shoot Shark



Shoot the shark from above, so he doesn't harm you, then save the girl.

Save the Girl



Shoot the shark from above, so he doesn't harm you, then save the girl.

Save the Girl



Shoot the shark from above, so he doesn't harm you, then save the girl.

Posidon *MR*

If you can hit Posidook belt three times with your magic, he will join your side. Jump the waves, avoid his triton and charge your magic the second he raises his arms to defeat him.



The Fire Realm

The Fire Realm is a bit tougher than the Water Kingdom. The spiny vines are tricky, the lizardmen are fast and strong and there is lava everywhere you look. As always, look before you leap or Sia might get burned.



Lava Fountain



Jump to the platform as the lava spits up so you will cross the platform in between its spurts.



Sinking Rocks



Jump quickly from stone to stone—they're floating, but they'll start to sink.

Jump over Rock



If you ride the rock, it will crush you against the spiny vines. Jump over it instead.

Snipe the Vines then Run



Snipe the roots with quick cuts from your sword, then run across the area before the rocks fall on your head and hurt you.

Jump on the Floating Rock



Wait on the lava river until you see a rock floating toward you. Jump on the rock and ride it across the lava to a lizardman and the unlucky girl he's guarding.

Hard Rocks



Watch out for the crumbling platforms, which look like heaps of several rocks.

Platform Rescue



Jump across the platforms to get another vertex of the Throat Saver her.

Snipe the Stalactite and Ride Across



Jump to the top of the rock formation, then snipe the stalactite with your sword to make a rock raft. Ride the raft across the lava to the other side and watch out for lava spouts.

Slide of Life



Run across the gap so that you slide down. If you jump, the vines will destroy you.

Save the Soldier



A knight is on the platform near the end of the level. Save him.

Sia Later

The boss at the end of the Fire Realm is very much like the boss at the end of the Water Kingdom. If you don't manage to defeat him, you'll have to play the entire area over again. Beyond the Fire Realm

and the Air Kingdom, Lady Sia will find more beastly enemies, potential allies and plenty of danger. Pick up Lady Sia to learn more about the strong, sexy princess's adventures.

ONLINE CONTESTS

80 Days! 80 Chances to win! Starting September 21 you'll have a chance to win a Game Boy Advance — day-in and day-out for 80 days! Visit our pals at Sports Illustrated for Kids (www.sikids.com) and look for the NCrew online game. Play the game, join the NCrew and enter to win. It's fun and it's FREE!

GAME BOY ADVANCE



TIPS AND DOWNLOADS

Is Mario Kart Super Circuit driving you crazy? Take a spin through the NCrew site for free tips, tricks, and cheats for all the hottest games. While you're there, check out the latest downloads, game clips and screenshots to keep your desktop up to date.



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WHERE'S YOURS?

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WAL-MART
Always



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Pokécenter

Toon In

This month we've got a couple of quick hits of Pokémon news and info, including a Pikapumpkin just in time for Halloween. We're always excited to hear from Pokéfans who create cool, customized

Pokémon stuff. Send your pics to the Pokécenter at Nintendo Power, P.O. Box 97082, Redmond, WA 98073. Who knows? Maybe your work will appear in the Pokécenter!

The next wave of all-new Pokémon cartoon adventures is on the Kids' WB! The Pokémon pictured are just some of the creatures featured on the show this season. Will Ash become one of the Johto League Champions? Tune in to your local Kids' WB every Saturday to find out. Check out www.kidswb.com for your area's viewing schedule.



Paralichthys



Alpaca



Granbull



Hitmonlee



Machop



Chris Gomez won first place in his school's Halloween contest with his Pikachu pumpkin. Now that we think about it, you could probably fashion lots of different Pokémon out of pumpkins and paint.



Ariados



Pichu



Shellder

Pokéchat

Hey you, Pokéfan! Does Pokémon Yellow have you feeling blue? Is Pokémon Gold or Silver making you see red? Snap out of it and send us your puzzlers. We're up to the challenge!

Q: Can I battle Red more than once in Gold, Silver and Crystal?

A: You sure can! To make Red appear again, simply challenge and beat the Elite Four and Lance, then head back to Silver Cave to take on Red.

Q: Where is Tyranitar hiding? I can't find one anywhere!

A: You can't catch Tyranitar in Gold, Silver or Crystal—you have to catch one of its lower evolutions, then raise it into a Tyranitar. In Gold and Silver, catch a Larvitar in the Silver Cave, then raise it into Pupitar and, finally, into Tyranitar when it hits Level 55. In Crystal, check the Silver Cave for Larvitar and Pupitar. There aren't many Larvitar and Pupitar hanging around the Silver Cave no matter which version you're playing, so you'll have to be patient.



Q: Where is HM 05, Flash, in Gold, Silver and Crystal?

A: Head over to Sprout Tower, which is conveniently located in Violet City. Battle your way past the Bellspoon-loving sages inside the tower, then take on the Elder. If you defeat him, he will present you with HM 05, Flash.

Q: Is there a TM for Mean Look?

A: No, there isn't. Geimer learns the move as an Egg Move (its father has to know it to pass it on) and Zubat, Golbat, Crobat, Gastly, Haunter, Gengar, Smoochum, Jynx, Ursheon, Murrow and Medreus all learn the move by leveling up.

Q: Where are Mareep, Flaaffy and Ampharos in Crystal?

A: Mareep, Flaaffy and Ampharos aren't in Crystal at all. If you've cottoned to the creatures and want to harness the electric herd's power in Crystal, you'll have to trade them over from Gold or Silver.

Q: I went to the Battle Tower in Crystal, but I could battle teams up to only Level 40! I thought the Battle Tower went up to Level 50! What's going on here?

A: After you defeat the Elite Four, Level 50 through Level 500 rooms will open. Until then, you'll have to make do with the four rooms that are open.

Q: When does the Move Tutor appear in Crystal?

A: He appears outside the Goldenrod Game Corner after you defeat the Elite Four. In our Player's Guides and in previous issues of Nintendo Power, we've given you conflicting info. We've said after the Elite Four and also after you defeat Red, which must have been confusing for you. Sorry about that!

Q: Where is Wobbuffet in Gold, Silver and Crystal?

A: No matter which version you're playing, you'll find Wobbuffet in the Dark Cave. Try entering the cave from Blackhorn City. You shouldn't have to go in very far—stick around the entrance until a Wobbuffet attacks you.



Q: Why do Pokémon players in Japan get to catch Mew and Celebi in their games, but we don't have the same opportunity? That's so unfair!

A: Mew has never been "catchable" in any country's version of Pokémon. Rumor has it that players of the Japanese versions of Pokémon Red, Blue and Yellow received Mew after they caught the other 150 Pokémon, but that's simply not true. And players in Japan who have only a Game Boy Color and the Pokémon Crystal Game Pak can't catch Celebi, either. They need to own the Mobile Adapter GB, and they have to wait for special events to catch Celebi. So, it's not quite as unfair as it might seem at first. By making those Pokémon rare, Creatures, GAME FREAK and Nintendo have also made them very special. And if they weren't so rare, you probably wouldn't want them so badly, anyway!



Pokémon University



Welcome to Pokémon University! Professor Elm and Professor Oak are two of the most respected Pokémon authorities in the Pokémon World, and they're teaming up to answer all of your Pokémon questions.



Which of my own Pokémon can I use in Pokémon Stadium 2's minigames?

You can use quite a few, actually. Any Pokémon starting in a minigame will be pulled off your Pokémon game first—that means Golbat for Gutsy Golbat, Hittomoppe for Topsy-Turvy, Scyther or Pinor for Clear-Cut Challenge, Furret for Furret's Frolic, Mr. Mime for Barrier Ball, Pichu for Pichu's Power Plant, Donphan for Rampage Rollout, Iggybuff or Cleffa for Streaming Scampede, Topgeps for Tumbling Topgeps, Delbird for Delbird's Delivery, Chansey for Egg Emergency and Eevee for Eager Eevee. The Pokémon in your party are looked at first, then each box is searched from lowest to highest to find eligible Pokémon. So if you have both Cleffa and Iggybuff, and Cleffa is in Box 1 and Iggybuff is in Box 10, you'll play Streaming Scampede with Cleffa. If you want to use Iggybuff, move it to your party or switch it with Cleffa. You can also play some minigames with Pokémon that are not starting in the minigame, but only if the star or stars of the minigame are not present on the Game Pak you're using. You can use Scizor in Clear-Cut Challenge, Gyarid in Furret's Frolic, Pikachu from Pokémon Yellow (if it's never been traded and still on the Yellow Game Pak) in Pichu's Power Plant and Onmyre in Tumbling Topgeps.



Make sure that you trade away the minigame stars to clear the way for the alternate Pokémon to play in the minigames.

You don't get an advantage in minigames by using your own Pokémon, but it is a kind of fun to see them in action!

How do I pass the Skill Test in the Gym Leader Class of Earl's Pokémon Academy?

In this part of Pokémon Stadium 2, you need to take down the opposing teams with the right Pokémon for the job. Sure, you could beat up other teams with many combinations of Pokémon, but you have to pick the right teams to earn your medal.

Battle 1: Choose Pokémon that know two attacks that create status abnormalities, like Attract and Confuse Ray. Double up on the moves to keep your opponents from attacking. Select Lanturn, Gastly and Raichu to take down the other team.

Battle 2: Your three Pokémon should use items that complement their attacks. Primeape, Poliwag and Politoed fit the bill.

Battle 3: Select three creatures that have attack types that match their Pokémon types, because the power of those moves is multiplied by 1.5. It is known as Same Type Attack Bonus. Mareep, Wooper and Spinarak all qualify for the bonus.

Battle 4: Your opponents use only two moves: Fly and Dig. Choose Pokémon that have moves that can hit your opponent's Pokémon when they are in the air or underground. Seadra, Magneon and Aerodactyl have moves that can do the job.

Battle 5: In the final battle in the Gym Leader Class, your opponent uses Light Screen to reduce the power of any Special Attacks used against his team. Attacks that draw on a Pokémon's Attack stat won't be affected by Light Screen. Scary, Mr. Mime and Jynx have the right moves for your team.



Choose your team wisely! It's not enough to win the battles—you have to win the battles with the correct Pokémon to advance.

You can double up moves to keep opposing Pokémon from attacking you. Raichu's can be Attract and Sweet Kiss is just one of many.

Colosseum

The Colosseum is the place where Pokémon Trainers gather to show off their Pokémon teams. It's also a place to learn more about training and battling Pokémon teams.

Gregory Eging of Long Island, New York, is a dedicated Pokémon player who goes by the screen name Arma in the online Pokémon community. A lot of very serious Pokémon study takes place online, and Gregory's team proves it. Gregory obviously thinks very carefully about each Pokémon and its strengths and weaknesses before he puts together a move set for it. He uses moves that are very different from those used by most of the teams we see.



Gregory's Suicune and Muk use Curse to raise their Attack and Defense stats. Once Curse has raised its Attack as high as it can go, Suicune uses Return, which is powered by Suicune's Attack stat and devotion to Gregory, to deal a ton of damage. Gregory then uses Mirror Coat, which allows Suicune to bounce back double the power of the Special Attacks opponents will probably use against Suicune, since they won't try to get through its Defense. "Arma" is especially fond of his Muk, which he calls "Aumak." A Curse-boosted Muk has some perks in its armor—most notably a big, bad Psychic or the dreaded Haze. It can also blast through many Pokémon with a Curse-up, type-matched Sludge Bomb. Muk's Hidden Power of Ground bats down for Sludge Bomb. Gregory uses his Pokémon as a team, not just as individuals. Dragonite's Safeguard works for five turns, even if Dragonite is switched out. Likewise, Miltank's Heal Bell can undo any status changes that might have affected the team before Safeguard took effect. Teamwork is always a good idea. That's why it confuses the Pokémon when Trainers send in teams with attacks that clash. For example, we often see teams that feature Sunny Day and several Pokémon that have Water-type attacks that Sunny Day will affect adversely.



Gregory's Ampharos was bred to have Hidden Power with the base power of 73. Hidden Power and Reflect give Ampharos the upper hand against Ground-types. Gregory uses the Ampharos as bait to get opposing Trainers to use their Ground-types against it, then he surprises them with his moves.



Rhydon's Rock Slide backs up Earthquake, which deals plenty of damage to many Pokémon types but won't touch a Flying-type Pokémon. Flare is a one-hit KO move that Gregory reserves for tough Pokémon, such as those that use Curse in the same way that his own Pokémon do.

If you are under 13 years of age, you need your parent or guardian's permission to enter the contest. Please have your parent or guardian sign on the line below.

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MARVEL

Activision's new GBA superhero scuffler offers true believers a pocketful of arachnid action.

SPIDER-MAN

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Hammerhead
delivers a message
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will sleep with the

FISHES!

WEB SERVER

Activision and Vicarious Visions have put the world's favorite web-slinger into a less than friendly neighborhood—a metropolis menaced by malevolent muscraats. Swing, crawl, climb, leap and fight your way through the thug-laden streets of New York to unravel the mystery of a building crime wave. Want to know who's behind it all? Here's a hint: Read the subtitle.

© 2001 Activision, Inc. Spider-Man and all other characters, names and likenesses TM & © 2001 Marvel Characters, Inc. All Rights Reserved.

Crawling into Combat

Spider-Man's special powers afford you an extensive arsenal of moves and attacks. You'll need to master the basic controls to complete any of the levels.

Sticky Fingers



Spider-Man can cling to virtually any surface in this game—all you need to do is jump onto the surface. You can also crawl down to begin crawling; then use Right or Left on the Control Pad to move.

Swing Sets



Swinging is the fastest way to move around, but it will quickly use up your webbing. It's best to swing only when your destination is beyond leaping range. Jump into the air then press R to start swinging.

Freestyle Wrapping



Many enemies are positioned so they'll have the advantage when you land next to them on a platform. Press R while crawling or swinging to fire a web shot. It will be them up long enough for you to land a punch.

Silky Shield



Press the L and R Buttons at the same time to open a Web-Shield that protects you from attacks. You won't be able to move while the shield is up, so it really just delays inevitable confrontations.

Fast Fists



You'll probably end up using punches to defeat most enemies. But you won't always do it while you're swinging, right? You can also punch while you are clinging to a wall or ceiling. Press B to punch.

Drop Kicking



If you're in the air when you hit the B Button, you'll execute a kick rather than a punch. Kicks are particularly effective against enemies who hurl projectiles. You can both jump over the projectile and land a blow.

Making Hay



Press B while holding Up on the Control Pad to deliver a brutal uppercut punch. It takes a while to wind up, so you may want to wrap up enemies in webbing before you attempt the move.

Hit and Spin



Try to punctuate your punches with a powerful roundhouse kick. You can execute the attack by pressing Up on the Control Pad during a kick. Like the uppercut, the roundhouse is slow but powerful.

Secret Power-ups



The shortest route isn't always the best route. Many useful power-ups—like special suits that give you extra street gifts—are tucked away in remote corners of the levels.



Dangerous Directions

You'll need to visit every map area to complete the game, but you don't have to visit them in any particular order. When you start the game, you can choose one of three missions.

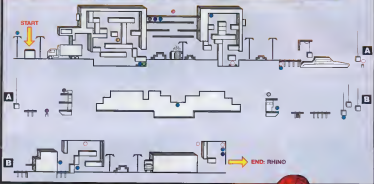


A nice day in the Big Apple will turn rotten when New York's criminals go on a rampage. Select the mission you want to play on the map. When you complete any of the three open missions, a new area will open on the map. Complete six missions to open the final area on the map.



PIER 54

Once you get the hang of crawling along walls and ceilings, it won't be tough to navigate the pier's maze of boxes and docks. Timing your swings over the water will be the biggest challenge in the mission.



Map Key



Avoid the Voltage

You won't be able to crawl past the electrical transformers on the walls until you find an electric Suit in the Chameleon building. A Web Belt—which increases the storage capacity of your Web Shooter—is the price for returning to the area.

Throng of Thugs



There are two kinds of thugs on the pier—weak, projectile-throwing guards and burly strongmen who can take a lot of damage. Use your webbing to make them temporary helpers.

RHINO



The Rhino has a simple attack—but it's just enough if you wait he comes in, so you can. Position yourself on the ceiling, then time your jump so you're in the air when Rhino hits the wall. When he's webbing after he hits the wall, then punch his web he'll freeze himself.

DOWNTOWN

Hammerhead's henchmen have taken control of the Downtown streets. Fight your way to Hammerhead's lair so you can question the misshapen mobster about the crime wave.



Rat-a-Tat Rats



The big yuks from the pier are also Downtown, but you should be more worried about the gun-toting wise guys. Fire webs at them while they're off-strain to tie them up before they can shoot you.

HAMMERHEAD



Hammerhead is like a tougher version of his trigger-happy henchman—try to wrap him in webs before he fires his gun. Don't let him catch his weightless foe. Try to break him off quickly, because he'll continue to call in extra help from his thugs.

NIGHTCLUB

Follow Hammerhead's trail to his hideout—a nightclub where his henchmen are holding five hostages. Search the building until you rescue all the hostages, then confront the boss again.



All Tied Up



The hostage locations are shown as black dots on the maps. You'll need to touch them to set them free.

Lotsa Lead



Green abound in the nightclub, so it's a good strategy to shoot webs in front of you as you run. Don't overdo it, however, or you'll run out of fluid.

The Empty Metals steel mill is the most dangerous and difficult of the three open areas on the map. Remember to crouch while you are over molten metal to minimize the chances of falling to your doom.



Click to the ceiling then take out the mounted gun before you begin to fight Big Whet. If you don't destroy them, the game will shoot you during the battle. Stay near the center of the wheel and keep punching to defeat the boss.

Don't assume you'll land on solid ground when you drop from the ceilings. The realties metal on the factory floor will end your turn instantly. Gears can inflict damage, but they are easily avoided.

Ninjas are both faster and tougher than other enemies you'll face. Hit them with webbing quickly — you can't hide from their throwing stars. Shoot webs at mounted guns to destroy them.

STICK WITH IT! NP

There are three more levels and a slew of secret items to find in the game—including the cool *Symbiote Suit*, which gives you unlimited webbing. Check out nintendopower.com for a movie that shows you how to reach the useful duds. Remember that you haven't really beaten the game until you've played Super Hero Mode, so keep at it until your Spidey Sense stops tingling.

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Disney's ATLANTIS THE LOST EMPIRE

Journey 20,000 leagues beneath the sea with brave and brainy Milo James Thatch as he tries to find and, ultimately, save the legendary lost city of Atlantis.

Brave the Waves

Enemies are scarce in Disney's Atlantis: The Lost Empire, which is based on the animated film and published by THQ. Rather than fighting bad guys, the game primarily challenges you to leap through platform-based levels while gathering useful items and avoiding hazards. Be aware that you can hold only one item at a time.



Disney: Developed by Jiji Games Inc. for Game Boy Advance and Nintendo DS. Published by THQ Inc. All rights reserved.

Dynamite

Using dynamite to obliterate sea monsters, blow up crates and barrels, and to open treasure chests is one of the game's main objectives.



Wrench

Defeat enemies and activate switches by throwing wrenches.



Boomerang

Boomerangs are also handy for taking out enemies.



Drill

Break into caves beneath you by drilling down weak floors in some levels.



Health

Hearts restore your health, which the blue bar at the top of the screen monitors.



Invincibility

Collecting the Invincibility Gem, a gemstone of power, will make you temporarily invincible.



Greenup

Greenup is a special power-up that appears as pages from an old book. It will make you invincible for a short time.

The Choice Is Yours

Besides tools and weapons, the game is packed with items. Try to gather all the Blue Crystals and Bonus Letters to increase the challenge. Crystals are usually easy to spot, but Bonus Letters will have a few that are tough to acquire. Bonus Letters are also contained in the game's secret areas.

Crystals



You can play without collecting crystals. Collecting every crystal in the entire game, however, will unlock an additional feature in the Post-Game menu. The number of the start of each level tells you how many crystals it contains.

Bonus Letters



Bonus Letters—golden glyphs in the alphabet of Atlantis—are hidden throughout the game. They are typically located in out-of-the-way, often secret areas. If you collect every one in the game, you'll unlock an unlimited weapon option.

King's Eye Crystal



One of the main goals of many of the levels is to find a King's Eye Crystal. You'll typically find the items toward the end of a level. Once you acquire the item, you'll advance to the next series of challenges.

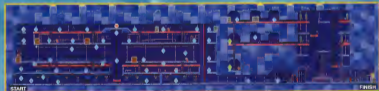
Map Key



Level 1: The Boiler Room

Use the first level to familiarize yourself with the game's play control. Practice basic skills, such as crawling, swinging, throwing items and, of course, leaping and landing. By making use of the valves

using wheels and fans with switches, you'll get used to interacting with the game's physical environment. Be sure to collect the Green Crystals and Bonus Letter in the level's secret area.



A Warm Introduction



Example the warm-up, gathering crystals and avoiding hazards, such as enemies and steam vents. Find and use the valve control located in the top right of the area when you're ready to move on to the level's next section. You'll need to climb down a pipe to reach your goal.

No Pressure



The valve's levers are usually operating. Temporarily invert disaster by locating the valve that controls each boiler's pressure. Turn the corresponding inverted valve wheels in reverse each boiler to working order before joining your pal, Audrey, and exiting the level.



Level 2: Lights Out

Put your video wheel-spinning skills to work in Level 2 as you navigate a gauntlet of hazards while trying to free your trapped

companions within a set amount of time. Open doors appear as graceful shipwrecks, a crystal or a helpful item.



Run the Hazards



When you see the extra hazard in the level, be safe, then your jumps over their vents so that you're not over them during a blast. Also, pass those bubbling pipes and exposed wires between hazards or sparks, respectively. The hazards are often meant to scare ladders.

Help Your Pals

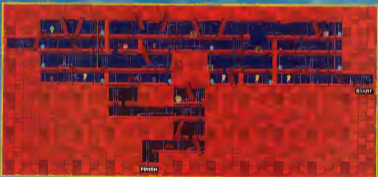


Free all three of your pals to complete Level 2. If a room contains a person, no door will open after only one attempt. A secret item, located in the depths of the area in the far right of the level, will put valuable time back on the ever-ticking clock.

Level 3: The Leviathan

Your goal in Level 3 is to swim through and escape the burning bulk of your disabled vessel. Follow the guide arrows and be

sure to grab health power-ups when you enter them. To collect every crystal, you'll need to do some hotfooted backtracking.



Shake 'n Bake



Steam vents and exposed wires are the most common hazards in the level, but they don't inconvenience you as much as the secret fire traps that block key routes. Heat wrecks into configurations that have new ladders to activate hidden outposts and clear your path. If the ship starts to shake, stay put—or hit from a falling part will end your run.



Level 4: Encounters

Level 4 requires you to pursue Prince Kida across some of the most really tough terrain in the game. Swinging hazards and

spikes will damage Milo, and falling into chasms will end your run. Use the L and R buttons to survey the landscape.



A Rolling Stone



In the rolling landscape area, look out the rock rolls all the way to the left, then jump down and run to the right. Use the boulder as a weapon to smash the wall, then ledge, which will pop up just before you land on it. At the top of the cliff, collect a heart power-up.

A Leap of Faith



To get to Kida, jump from the far-right platform in the bottom row to the top of the main column. Walk right, through the purple rock, to find a secret room containing a crystal. Return to the entrance and jump out and back to reach Kida.



Level 5: Eye of the King

With the ominous, unpleasant appearance of the 10th level, here's a level that's more about the king than the king himself. You'll have to use your wits to get past the king's minions and his traps.



Level 6: Caves of Atlantis

Level 6 is a more complex level than the previous ones. It's a more complex level than the previous ones. It's a more complex level than the previous ones.

New Dangers



Most of the new dangers will be familiar to you. They are new, but they are familiar. They are new, but they are familiar. They are new, but they are familiar.

Pick a Pit



You'll need to be careful when you pick a pit. You'll need to be careful when you pick a pit. You'll need to be careful when you pick a pit.

way of the king. You'll have to use your wits to get past the king's minions and his traps.

Show and Steady



You'll have to be careful when you show and steady. You'll have to be careful when you show and steady. You'll have to be careful when you show and steady.

Hit the Drift



The slippery platform will test the player's skills. You'll have to be careful when you hit the drift. You'll have to be careful when you hit the drift. You'll have to be careful when you hit the drift.

You'll have to be

You'll have to be careful when you hit the drift. You'll have to be careful when you hit the drift. You'll have to be careful when you hit the drift.

Drilling Drilling



Use the drill to bore through two weak spots in the upper cavern's floor. Look for cracked brickwork areas. Drill through the left spot before taking on the one on the right. Before reaching the end of the level, make sure that you've cleared the upper cavern of crystals.

Back on Dry Land

If you're a fan of the classic Super Mario Bros. game, you'll find it hard to jump for joy. The game is a more complex level than the previous ones. It's a more complex level than the previous ones. It's a more complex level than the previous ones.



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- LEGO Island 2: The Brickster's Revenge
- Men in Black
- P-14 Tomcat
- NFL Blitz 20-02
- RockTrack
- MX 2002 Featuring Ricky Carmichael
- ESPN X Game Skateboarding

GET SMART

What Jimmy Neutron lacks in height, he makes up for in smarts. Sure, the 10-year-old boy genius is the shoniest kid in class, but Nickelodeon's latest brainchild is poised to make it big when his computer-generated movie hits theaters this December and his TV series debuts in 2003. The genius is also sure to rocket to new heights in THQ's ingenious adventure for GBA. Playing as the boy genius (and sometimes as his robot dog), you'll blast off for intergalactic fun in side-scrolling platformer levels and full-throttle, shoot-'em-up rocket rides. With loads of high-tech gadgets and multiplayer competitors, the game's variety score almost as high as Jimmy's IQ.



SAVING THE PLANET

Jimmy Neutron: Boy Genius follows the story of the upcoming movie of the same name. It's all about an evil alien scheme, and when you're not busy saving the planet in Single-Player Mode, you can play four-player Multi-Pak Platform and Race games.



Single Player

In Single-Player Mode, you'll play as both Jimmy and his robot dog, Goddard, and journey from Earth to the future moon. Fun for all ages, the one-player game features three difficulty levels and plenty of cool airbored and deep-space locales to explore.

MIND OVER MATTER

In the one-player game, you must build a rocket to fly to the Yolkian moon where all of the parents from your town are imprisoned. Collect rocket parts in the five flagged areas in your neighborhood, then enter your clubhouse.



Jet Pack Joints

One of Jimmy's bright ideas is modifying his jet pack so that it functions as a jet pack. Before you can use it, you must find a spinning black fan. Stand in front of it to charge up your jet pack, then press and hold L to take off. Recharge often.



Sewer Stroll

In the Sewer, you'll play as Goddard. To fetch all of the metal panels in the level, you must change Goddard's jet pack and fly to the oil barrels. Power it up and fill the yellow energy meter in the lower-left corner of the screen by using a red-and-yellow battery.



Trees in the Park

Many of the bolts you're hunting for in the Park are up in the trees. Fly up whenever you see a tree trunk to check out the tree top, and pocket the rocket parts you need so you can set off for outer space.



Cool Your Jets

In Rayland, ride roller-coaster cars to reach the diamonds you're collecting. You'll need to use your jet pack to reach the diamonds above the status head. On your way there, save energy by heaving your way up the status head, cuffs, ears, teeth and nose.



It's Elementary

At Lindbergh Elementary School, walk to the right of the building to power up your jet pack. Rocket to the schoolhouse's ledge and rooftop to find some Maria goodies sweet inside, but you'll have to return to the ground-level first. Use your jet pack to do it.



Multiplayer Platform

To play through the one-player game with friends, grab the Multiplayer Platform Mode. You can play as Jimmy or other characters from the show, including Carl Wheezer, Cindy Vortex or Nick Dean.



Multiplayer Race

For high-speed competition, link up and play this Multiplayer Race Mode. Before you leave the starting line, you can choose the world and size of the arena where you'll be racing.

GODDARD

In some levels, you'll play as Goddard. After Jimmy fixes his rocket and journeys into space, Goddard will explore a meteor to retrieve plutonium for the boy genius's spaceship. Goddard has unique abilities, so master the dog's moves to complete the world.



Lasso Leash

Jimmy outfitted Goddard with all sorts of special gadgets. If Goddard can't jump or fly over an obstacle, use the dog's lasso. Press and hold L, then A to attach the lasso to a ceiling. Press Up on the Control Pad to hoist Goddard and move sideways to swing.

Rocket Boy



Probe Problems

In the rocket levels, dodge or blast incoming meteors. When an enemy space probe attacks you, fly in circles to avoid its fire. Stay on the move to stay in one piece, and keep plugging away to land a lot on the alien ship.



Mega Bomb

When enemies clutter your flight path, press B to detonate the Mega Bomb. The explosive will destroy everything on the screen, so stick up as the weapon by firing through the sound power-up.



Space Food

Race us with lasers and meteors will take their toll on your health. Revitalize by sucking on space food. The power-ups look like tubes of licorice, and you can collect them by swooping past back into the power-ups.



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RECONSTRUCTION

The Brickster has deconstructed Pepper's town brick by brick, so you must find the pages of building plans that the vandal has scattered about the island. Hit the road to locate the Constructopedia Pages as well as the elusive Brickster himself.



Old Man's Glasses

Talk to all the townspeople. Many of them will ask you to find a special item for them. When you fulfill one of their requests, such as retrieving the elderly man's glasses, you'll be rewarded with a prize, such as a Constructopedia Page.



Bill Ding's House

The elderly man will give you the Orchard Page for your troubles, and once the Orchard House has been rebuilt, you'll find a new page in the Constructopedia. Use the page to rebuild Bill Ding's House and win the hard hat.



Into the Tunnel

You can access the tunnel in the south end of the island once you have the hard hat. Careless carrying out good deeds for the people on the island to cause more chain reactions that will help you further along on your quest.

Navigating the Island



LEGO Island 2 for GBA is a much larger world than the one in the GBC version, and the island is laid out very differently. It's easy to get lost, so keep track of where you are and where you're heading by consulting your map.

BACK ON THE BLOCK

While The Brickster's Revenge for Game Boy Color (released last spring) seemed like a simple adventure intended for Duplo block users, the improved LEGO Island 2 for Game Boy Advance is far more complex, involving and exciting. Stuffed with over 20 minigames, tons of collectible character cards, wacky dialogue and madcap tasks to carry out, the GBA version of The Brickster's Revenge is a full-fledged adventure that once again sends skateboarding pizza boy Pepper on the search for the escaped con, Brickster. The game's been revamped from the ground up, and like most things constructed from LEGO blocks, the fun keeps building.



Phone Booths



The Information has all the answers, and you can give him a call by entering any of the red phone booths located around town. To enter a call, walk inside a phone booth, then press the A Button.



When you give the Information a ring, he'll tell you where to go next or where you should deliver your Constructopedia Pages. When you deliver a page to the proper person, that character will be able to reconstruct his or her building.

HELPING OUT

Some characters will give you Constructopedia Pages when you help them, while others will reward you with special items. Try helping the same characters more than once—you might earn a new item, such as a Trading Card.



Garden Work

Weeds are taking over the gardener's plot of land, so help him out by picking everything that sprouts up. When you've cleared up his garden, he'll give you the Toll Bridge. When you need to cross the river.



Second Time Around

The gardener can't seem to keep weeds from taking over his garden, and if you help him out a second time, you'll win a Trading Card. Each collectible card features a portrait of a LEGO Island character. Check the album in your house to view your cards.

MINIGAMES GALORE

You must win various minigame challenges to continue your journey across the island. LEGO Island 2 sports three multiplayer minigames and 18 single-player minigames. Once you've unlocked a game, visit your house or the Clubhouse to play it for fun.



Whack-a-Bot

You'll first play Whack-a-Bot in the Information Center. When a Brickster Bot pops up, press the Control Pad in the corresponding direction. Avoid whacking the Information! If you win, you'll earn the George Page.



Apple Grapple

The control scheme for the Apple Grapple minigame is similar to Whack-a-Bot. Use the Control Pad to aim your grapple and snatch as many rot apples as you can before the timer runs out. Award: warning apples—they'll slow you down.



Brick Dive

During your journey, you'll reach a dead end at the broken bridge. Rebuild it by playing Brick Dive. Take a dip to find the bridge's five missing bricks as well as a Constructopedia Page. When the bridge is fixed, cross it for more adventure.



Flan Fling

In the target shooting game, toss pie at the mail team. Characters are clad in either gray or black armor. Award: the knights who wear your 'n' are colors. If you reach the target score in 60 seconds, you'll win a Toll Booth Token.



Joust

Add a happy ending to your knight's tale by winning the Joust competition. Rapidly tap A and B alternately to power your colossus, then push your lance using the Control Pad.



Pizza Panic

Pepper is a pizza delivery boy by trade, so the Pizza Panic minigame should be right up his alley. You'll have plenty of pizzas to deliver across town, and you must beat the clock to finish the job.



Follow the arrow at the top of the screen to locate your next delivery destination. Fences and other obstacles may force you to take a roundabout path, so don't be afraid to wear off course to make your deliveries.



If you deliver all of your pizzas piping hot to the people who ordered them, you'll win the Skate Park Page. Use this page to rebuild the park so you can bust out styles on your board.



Skate Park

The Skate Park minigame grids out a two-minute freestyle session. Skate back and forth between the vert ramps to catch air and build speed. Press A or B in conjunction with the Control Pad to pull off a wicked array of tricks.



After you've hit the halfpipe, pay a visit to the skateboarder on the street. When you talk to him, he'll give you a Constructopedia Page and a nifty trophy, which will surely make you the envy of the island's pro skater, Bony Helevis.



Driver's Test

Pepper's a pro on a skateboard, but he's a rookie when it comes to driving a car. Take the Driver's Test to certify Pepper as a motorist. Navigate the streets and pay attention to the posted speed limit.



As long as you don't go over the speed limit, you'll pass the Driver's Test. Your prize is the Driving License, which will enable you to patrol the streets of LEGO Island using a car instead of a skateboard.



Hoop Hoop Hurray

To unlock the Hoop Hoop Hurray ring toss minigame, deliver the sick squad to the man on the beach. Once you've earned the right to play his game, go for a high score by hurling your 15 rings onto the striped poles planted in the sand.

MULTIPLAYER FUN

LEGO Island 2 features a few multiplayer minigames, and up to four players can compete in the Multi-Pak challenges using GBA Game Link Cables. The cables will also allow you to swap Trading Cards with fellow LEGO Island 2 gamers.



Multiplayer Minigames

Tri-Pak Racing, Catch-a-de-Pizza and Jet Lander are available as multiplayer minigames. Access them by booting up the computer in the Clubhouse, next door from the west side to Pepper's house.



Trading Cards

You can collect 40 different Trading Cards on your adventure. Put it first or second round character cards, which you can swap with friends via GameLink to complete your collectibles.



© 2001 Crave Entertainment, Inc.
Men in Black: The Series © 2001 Columbia Pictures Industries, Inc.

GOOD GUYS WEAR BLACK

Back in black and donning their trademark shades, Agents J and K embark on a top-secret GBA adventure to protect the Earth from the scum of the universe. Caww's side-scroller is based on the animated Kids' WB! series, and as in their popular show, the Men in Black are on cosmic clean-up duty, controlling several successful of wayward extraterrestrials and foiling angry alien plots. Games play as both Jay and Kay, and they'll have access to the agency's out-of-this-world weaponry. Fully loaded with nine blasters, two playable characters, six levels and countless aliens to capture, MIB promises to be sci-fi that's worth a try.



MEN AT ARMS

Every mission contains multiple goals, and you must juggle your weapons since every blaster serves a different purpose. You'll also have unique objectives in every level, so pay attention to Zeds' briefing. If you bomb the job, you'll have to restart the level.



Drawing Your Weapons

Use your standard-issue blaster to shoot robots and other patrolling aliens. As you secure the area, you'll come across new guns, so you'll usually need to use them as soon as you find them. Hit L to cycle through your weapons.



Breaking Down Walls

In Level 1, the first new gun you'll find will be a high-powered blaster. You have only eight shots, so save them for the thick walls with black dots on them. A single shot at one of those barriers will obliterate it, giving you access to new areas.



Alpha Worms on Ice

Zed has ordered you to capture all of the escaped Alpha Worms for your first mission. Blast away walls to reach the frozen ray, then use the gun to put the worms on ice. Shoot each worm only once to avoid shutting your captive.



Targeting Teleporters

At Level 2's Forest Landing Site, you must destroy the teleporters that the aliens are using to reach Earth. The warping devices are large, metallic machines. When you spot one, secure the immediate area, then fire away at the teleporter.

MEN AT WORK

Men in Black is all about gunning and B.T. busting, but every agent knows that it takes a little cunning, too, to save the universe. Sneaking past aliens and outmaneuvering them play a big part in the adventure.



How You See Him ...

Snag the glowing, purple power-ups to vanish into thin air. With temporary invisibility, you'll be able to get your sights on robots and space critters without alerting them to your presence. Use the opportunity to take out the bigger baddies.



Long Way Down

In classic platformer style, MIB features lots of climbing and elevator riding to navigate the multilevel levels. Dropping off ledges is the quick way to reach lower floors, but you'll miss your web being. Play it safe by taking the time to find a lift or ladder.

Evasive Maneuvers



Duck and Fire

Apparently, aliens can't aim their guns low. If you're caught in an enemy's sights, crouch down—enemy fire will sail over your head. Duck and fire to attack alien scum safely.



Rolling, Rolling, Rolling

If an enemy catches you off guard, roll across the ground to duck under its shots. You can also roll across small gaps in walkways by rolling toward them. Press and hold A while moving to run. When you duck in the pop, you'll roll over it automatically.



© 2001 Majesco, Inc.

TOMCATS AND DOGFIGHTS

The wild, blue yonder gets a little wilder as Majesco unleashes warring air and naval forces in a no-fly zone that you are ordered to protect. In F-14 Tomcat, you're the hotshot pilot of a fighter plane, and enemy MiGs and subs have you and your aircraft carrier locked in their sights. The dogfighting game flies high with search-and-destroy missions and super-sonic action, but you'll need more than sharpshooting skills and aerobatic finesse to secure your airspace. The arcade flight of fancy throws a few aim elements into the game, so pilots will also need ace precision as they try to pull off perfect landings and complete mid-air refueling sessions.



THE SKY'S THE LIMIT

Up to four players can take wing in F-14 Tomcat, and the game offers three ways to fly. One-player Mission Mode is the main way to take to the skies, but pilots can also take off in a Multi-player shoot-'em-up or touch downs in Practice Landing Mode.



Mission

Fly and shoot your way through various one-player scenarios in Mission Mode. Splash MiGs controlling the area, then destroy things such as invading destroyers, secret submarine bases and experimental aircraft to complete your mission.



Multiplayer

Using Multi-Pak play up to four Aces can link up and battle in Multiplayer Mode. The battle royale dogfight gives you the option of setting a time limit and target score, and it allows you to choose the type of weapons and time of day for your fight.



Landing Practice

After you complete a mission, you must land on the aircraft carrier. If you're playing on the Normal difficulty setting, you'll automatically land. Pilots who fly on the Aces setting must land manually, and you can perfect your form in Landing Practice Mode.

WINGING IT

In the one-player game, you'll receive a mission briefing before takeoff. You must carry out the main objective to complete the mission, and you must also protect your aircraft carrier from attacks and monitor your plane's fuel level.



Refueling

When you're low on fuel, press Select to view your radar, then seek out the yellow tanker aircraft. Zero in on it, then press B to fly slowly behind it. Using your cockpit display, position the tankers outline in the center of the radar to hook up and refuel.



Fight and Flight

When engaging a MiG, slow down and fire at its tail. Fire bursts, rather than blasting out a steady stream—if you overwork your guns, you won't be able to fire another round for a few seconds. To keep banking bogeys in your sights, perform barrel rolls.

Staying on Target



Hit Select to view your radar. Use it to track enemies and locate your aircraft carrier and tanker aircraft. If you press A while viewing your radar, you'll home in on a target. Repeatedly tap A to lock on to the various targets in your airspace.



When you've locked on to an enemy, it will appear circled on your radar. To cockpit view, a circle will appear on your Heads-Up Display (HUD) to indicate where your target is. Position the circle in the coordinate on your HUD, then fire away to score a direct hit.



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SUPER BOWL SHUFFLE

The GBA tackles the over-the-top arcade aggression of Midway's venerable NFL Blitz series, and the smash-mouth football riot as a hard-hitting as portable gridiron games come. Boasting all 31 NFL teams, star players, pages of plays and crystal-clear voice samples for commentary and calls, NFL Blitz 2002 is a first-draft pick that'll keep armchair quarterbacks on the edge of their armchairs. If you're a fan of the Blitz series, the GBA version sports the features you're looking for, except the game is for one player only. Even so, the road to the Super Bowl will be a rough one—especially since the *soft* CPU competition flexes muscle with powerful poo moves.



100 YARDS OF ACTION

All 31 NFL teams show up for the football action in NFL Blitz 2002, and you can coach the team of your choice through a one-match Exhibition game or a full-on marathon Season. Both modes deliver the arcade-style fun that Blitz is known for.



Exhibition

For a quick matchup, play Exhibition Mode. You can choose the teams and adjust the length of the quarters from one to three minutes and the difficulty of the game.



Season

Try to smash your way to the Super Bowl in Season Mode. Choose a team, then let the road to championship wars and wait your way up the ladder to the big Sunday game.

PLAYBOOK

Every team has three unique plays, so you'll have to adjust your strategies for every matchup. Teams also share a ton of offensive and defensive moves, and you can select them before each play.



In addition to three unique plays, your team sports a slew of basic offensive and defensive moves.



Learn to master your special maneuvers, and scroll through your playbook to plot your strategies.

MINIGAMES

For fun extras, charge into NFL Blitz's Minigames Mode. When you don't feel like playing a full game of football, you can try out the mode's four fun and informative activities to hone your on-the-field skills and knowledge of the game.



Rules

In the Rules section of Minigames, you can flip through pages of tips and hints displayed by coaches. Check out the tips to learn special moves and button tricks for conquering the game.



Playbook

Familiarize yourself with the different plays used in the game by thumbing through the Playbook. The book reveals all of the game's offensive and defensive maneuvers, so learn the moves to lead off your opponents at the pass.



Practice

Master the basics of passing, running and kicking in Practice. The training session features two minigames: Uppicks and Fourths in Goal. In Uppicks, you can practice kicking field goals, while Fourths in Goal challenges you to make a single play to tie the end zone.



Trivia

For sports historians, the game offers Trivia, a quiz that gets to the gritty-gritty of everything football. The test lasts four quarters, and you have 30 seconds in each quarter to answer three questions. You'll receive a ranking based on your performance.



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READY! AIM! FIRE!

Sure to make trigger-happy gamers happier, Telegames is testing the GBA to its first taste of first-person shooters. Like Doom, Quake and other hallway-roaming, bad-guy-blazing games, BackTrack puts you in a maze of corridors stocked with gun-toting enemies. Cool weapons are the keys to a good shooting game, and BackTrack arms you with everything but the kitchen sink—chain saws, machine guns, laser rifles, slingshots and even vacuum cleaners are at your disposal. One to four players can take part in the outer space shootouts (via Multi-Pak play), so BackTrack's GBA action is a good bet for gamers on the go.



LOADING UP

Keep an eye out for enemies and be on the lookout for items strewn about the moon base. Track down the four types of items pictured below to boost your defensive and offensive power.



Ammo

While laser rifles require recharging, weapons like shot guns and machine guns require ammo. Grab clips to reload.



Weapons

The game comes loaded with nine cool weapons. Snag weapon power-ups to bolster your arsenal.



Armor

If your armor rating is high, you'll be better prepared to withstand enemy fire. Shield yourself by attaching armor.



Health

You won't survive if your health thins. Bottoms out! Stay alive by picking up every health power-up you see.

ON THE RIGHT TRACK

The 12-level adventure for single players is the main mode of BackTrack. The levels are large, and you'll need to retrace your steps once you've reached the end of the final level. To make it back in one piece, use the following basic tips.



Mapping it Out

Since every level of the game is a giant maze, rely on your map for guidance. Blast all enemies, save many hallways to locked rooms, and many rooms contain imprisoned humans whom you must free.



Last Gasp

The humans you must free are trapped in pods. If you come across a wounded human who isn't in a pod, talk to the person. The victim will reveal valuable info, such as where you should go next or where you can find a switch or exit.



©2001 THQ Inc.

DOWN AND DIRTY

Kick up some dirt and blaze some trails with the leader of the motocross pack, Ricky Carmichael, in THQ's dirt bike race and freestyle stunt competition. Ricky and 15 other superspeed supers and eight pro freestyle dirt bikers roll out the racing thrills across 15 winding race tracks and four undulating track courses in MX 2002. Featuring Ricky Carmichael, while Ricky may get top billing in the game, the real stars are the tracks, which are long and treacherous, and the stunts, which are gravity-defying showstoppers. From high-speed excitement to daredevil trickery, MX 2002 wheels out the best for motocross fans who are revving for action.



TUNE-UP

Grease monkeys can tinker with their bikes before they line up at the starting gate, so retool your ride so it can handle the weather and roadways of your next race.



Tires

For indoor tracks, use the FV 25 Hard tires. If road conditions are wet and muddy, go for the SV 54 Soft tires.



Weight

On twisty tracks, outfit your bike with the light weight Pro Abu TX. For high speed, try the Pro SDRX.

THE NEED FOR SPEED

While the special US Open course is an indoor track, MX 2002's other tracks are outdoor courses, where weather will take its toll. You can race on the outdoor tracks in Championship Mode and enter the competitions in the 250cc Class or the 125cc Class.



Inside Cornering

When approaching a bend, begin turning early to veer into the inside of the curve. If you avoid making wide turns, you'll reduce the risk of wipeouts and increase your chances of overtaking rival riders around the bend.



Eat My Dust

Since you're already racing in the dirt, you might as well play dirty—try outting old bikers who are trending your tail. If you survive in front of them as they try to pass, you can block them or even knock them down.



Gear Ratio

If you want to raise out your top speed, the Gear VQ5 is the prime choice. For better acceleration, try the VQ2.



Shocks

Catch big air and make solid landings with SST Soft shocks, and gain control with ABS Hard shocks.



Tuning

For slow and wet rides, tune low. Otherwise tweak it high to squeeze more speed out of your bike.

TRICKS OF THE TRADE

If you're into busting out stunts rather than breaking speed records, ride in the Freestyle Class. The eight stunt riders can pull off their tricks in Championship or Quick Race Mode, and you'll compete for style points.



Evil Ways

The four trick tracks feature many trials and jumps for you to perform your airborne landing-do. We must also concentrate on staying on the road, so avoid getting too fancy if you're heading near a bend in the road.



One-Hit Wonder

Tip-out combos using the L and R buttons and the Control Pad when airborne. If you try to bust out too many stunts at once, you won't have time to prepare for your landing, so try only one trick per jump.



Perfect Landings

You'll earn points for landing stunts if you fall after attempting a trick, the judges will deduct points from your score, so be sure to retell your bike so you can pull off easy landings.



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SKATERS

Though Tony's nowhere to be seen, X Games does fine with eight other pro skaters, including Bob Burnquist, each skater has unique attributes, and you can build up your skills to overcome your rider's weak points.



Bob Burnquist
Jump ***
Speed ***
Balance ***



Rick McGraek
Jump ***
Speed ***
Balance ***



Chad Fernandez
Jump ***
Speed ***
Balance *



Carlos DeAndrade
Jump ***
Speed ***
Balance ****



Kerry Betz
Jump ***
Speed ***
Balance ***



Chris Bone
Jump ***
Speed ***
Balance **



Lincoln Ueda
Jump **
Speed ***
Balance ****



Colin McKay
Jump ***
Speed ***
Balance **

Speed First



Ride quick and low along fast-paced before trying to pull off a trick. You need speed to catch air, and the more hang time you score, the more tricks you'll be able to bust out. Build up your speed or you won't be able to get fancy with your stunts.

X MARKS THE SPORT

Konami goes to the extreme with ESPN X Games Skateboarding, a vert and skate park competition for thrashers who love monster air and fancy footwork. As you compete for points and "skills" to earn new tricks, you'll ride up halfpipes, jump over water hazards and explore skate parks shown through shifting camera angles and close-ups. Don't expect Tony Hawk's Pro Skater (he's noticeably absent from the game)—X Games Skateboarding isn't about collecting items. Instead, the game emphasizes the stuntwork of the showy sport, and its dozens of combos and cool tricks will keep buson-mashing fingers busy to the extreme.



VERT

For halfpipe stuntwork, pull into Vert Mode. The high-flying trick competition features a Freestyle Mode for practice and two timed skateboarding modes—the championship X Games and the insane X Rage.



X Games

In the X Games Vert competition, you'll perform two parts and a medal. Judges will award you a score based on the best of two 45-second sessions. If you make it through points, you'll move on to another city to compete in the next tier of halfpipe competition.



X Rage

To go start crazy, play X Rage. Bust out wild and extreme stunts off the halfpipe to fill up your X-Gauge. When you've topped it out, the Onset Gen will appear. Shag it for a boost in the next two stunts, where you'll have time to aching together a super combo.

PARK

At the Park, you can roam from ramp to ramp in search of rails to grind, halfpipes to launch from and other choice spots to show your skills. The camera will zoom in whenever you enter a halfpipe, so you'll always have a good view of the action.



X Games

To win the prize in the X Games Park competition, you must use the area's obstacles and ramps to execute a trick. You have two tries to go for a high score, and judges will base a 60-second session on a 100-point scale.

NOW PLAYING

POWER GUIDE TO THE LATEST RELEASES OCTOBER 2001

ADVANCE WARS

Atten-hut! Prepare to advance to the front lines of fun.

Even if strategic planning isn't something that normally gets your flag waving, the turn-based command-and-conquering of military units in *Advance Wars* is so easy to manage and the stylized characters are so engaging that the game has immediate appeal. And the appeal is almost universal, too—*Advance Wars* isn't like some insider's game that only General Patton could understand. *Advance Wars* is a battle of wits that plays like an intense board game, and you're always struggling to stay one move ahead of your opponent so your tanks, aircraft, boats, artillery and foot soldiers won't get cut off at the pass. By land, sea and air, you'll move your troops across varying terrain to conquer your rivals' bases. Every type of unit has its strengths and weaknesses, and much of the fun

comes in figuring out which one is best for the job. Efficient and successful missions will unlock new maps, players can create their own personal battle scenarios and layouts and up to four players can wage war in Multi- and Single-Pink standoffs. In a nutshell, *AW* offers unlimited battles. A well-crafted game with fetching anime looks, easy-to-use menus and explosive action, *Advance Wars* stands on new ground, taking the strategy genre to a place where gamers of all tastes will be gung-ho for it.

COMMENTS: *Jason*—It's like playing chess on a mine field—one false move could spell the end, but careful planning will get you through. Don't cheat yourself by thinking this war isn't worth fighting.

Alan—It combines the depth of a PC-based strategy game with the easy control and playability of a Game Boy title. It's got the best multiplayer mode of any GBA title so far. *Drew*—It's the deepest, most enjoyable strategy game ever made for a handheld platform.



• **Platform:** Nintendo Game Boy Advance
• **1 to 4 players:** Versatile
• **Genre:** Likeable (Multi- and Single-Pink)

ALL ★★★★★
JAN ★★★★★
JUL ★★★★★
JUN ★★★★★
JUL ★★★★★
ALL ★★★★★



5

LADY SIA

TDK's princess of power fights for her kingdom.

Giving Xena a run for her money, TDK Mediactive is introducing its very own warrior princess, Lady Sia, a magical swordbuckler who's out to put the royal hurt on the beauty Thias who've enslaved her people. The side-scrolling sword-and-sorcery adventure spans a whopping 16 levels, and in every level, you must fend off Wapmen, Chameleonmen and other wild enemies using your sword and fireball-shooting ring, which is powered by gems you collect. Your quest will also have you seeking out captured villagers, switches to flip and hearts to restore your health.

Aside from some secret areas and simple puzzles, the platform setup of the game is fairly standard, but it's the game's graphics that make *Lady Sia* stand apart. All of the characters and backdrops in *Lady Sia* are

two-dimensional and outlined in black, so the game emerges with a cartoon feel that coalesces plenty of personality and character. The green-looking game offers a lot of confrontational action, but you can use stealth to sneak past danger in some situations. In general, though, the slashing and spell casting is generic action fare that's not quite as exciting as the game's appearance. Still, it's a large epic with numerous levels and interesting enemies, and it's worth a look from action-adventure fans.

COMMENTS: *Jenni*—If you're any good at platform games, this one might be a little too easy for you. It's not bad, it's just a little too straightforward.

Drew—The game play isn't very challenging, but that may just make the game more accessible to younger gamers. *George*—With stylized art, great control and a lot of variety in the action, *Lady Sia* is a very pleasant surprise. The only thing that keeps me from giving it a perfect five is the repetitive music.



SPIDER-MAN: MYSTERIO'S MENACE

O' Web-Head's game will make a true believer out of you.

As technically top-notch as the web-slinger's N64 outing, *Spider-Man's* debut on GBA is an action-packed side-scroller that's as fun to look at as his comic books. Activision's one-player *Spider-Man: Mysterio's Menace* stars your friendly neighborhood wall-crawler, and developer Vicarious Visions has managed to capture Spidey's agility, gymnastic grace and trademark superpowers. Thanks to fine-tuned controls and an intuitive button scheme, players will have no problem pulling off moves, such as crawling up walls, entangling thugs with webbing and swinging like Tarzan. Even Peter Parker's *Spider Sense* comes into play, giving you a timely warning when danger is coming from off screen. The Marvel Comics market boasts great level design that requires you to

rely on all your powers to navigate the far reaches of every area so you can rescue hostages, locate special suits and armor and beat up the Big Apple's bad apples. More villains than your *Spider Sense* can handle, including Mysterio and Rhino, will duke it out with you, and all of the white-bang action, detailed settings and newsstand-ready comic book cut scenes are richly illustrated with stunning graphics and animation. A great beat-driven soundtrack rounds out a polished package, but if there's one glaring problem with the game, it's that it's too short. With just seven levels, *Mysterio's Menace* leaves you wanting more. Then again, it's better to be left wanting more of a game than to be left wanting less of it. 'Nuff said.

COMMENTS: *Andy*—Top-notch level design lets you take advantage of Spidey's special powers. *Drew*—If it had about 10 more levels, it would deserve a higher rating, but its brevity makes it seem more like a demo.



• **Platform:** Nintendo Game Boy Advance
• **1 player:**
• **7 levels:**
• **4 Spidey suits**

ALL ★★★★★
JAN ★★★★★
JUL ★★★★★
JUN ★★★★★
JUL ★★★★★
ALL ★★★★★



4½

• **TDK/02 Mediactive**
• **1 player**
• **30 levels**
• **4 worlds**

ALL ★★★★★
JAN ★★★★★
JUL ★★★★★
JUN ★★★★★
JUL ★★★★★
ALL ★★★★★





JIMMY NEUTRON: BOY GENIUS

Foil an alien plot with the smartest kid in class.

Dozer isn't the only brainiac around. Nickelodeon is on the verge of launching a feature film and TV series starring computer-generated whiz kid Jimmy Neutron, and THQ is blasting off with the boy genius's sharp-looking platformer. As the wacky-haired 10-year-old or his robot dog, you'll score side-scrolling worlds, using shrink rays, jet packs and other gadgets to gather rocket parts and other vital collectibles.

From Landberg Elementary School to the Rembrandt Amusement Park to the Volcanic Moon, every level of the game boasts shiny happy graphics and inspired variety. Whether you're using a roller-coaster car to cruise to hard-to-reach items or piloting your rocket in a supermode behind-the-ship fight through an asteroid belt, scoring 100% will be



COMMENTS: **George**—Good graphics, a lot of action and fun music make this game a better-than-average cartoon-based side-scroller. **Jill**—It's slow-moving but a little addictive. **Andy**—It's well suited for Jimmy's audience—a too-young-to-read audience. **Jenni**—It's not the hardest game in the world, but it's very well done.

3½

- **THQ 32 Megabyte**
- **1 to 2 players**
- **Game Link available (Multi-Pak only)**
- AGE** ★★★★★
- ADULT** ★★★★★
- JUVENILE** ★★★★★
- ADULT** ★★★★★
- ADULT** ★★★★★

EVERYONE Mild violence.
E



NFL BLITZ 20-02

Touch down with Midway's turdious football Pak.

The NFL Blitz series is known for its in-your-face, bone-crushing arcade chaos, but somewhere on its way to the GBA, it dropped the ball. While the gridiron great still sports dozens of plays, outrageous codes and action without all the micromanagement, Blitz seems to have gone soft. No longer charging forth with the same aggressive gusto, NFL Blitz 20-02 features run-of-the-mill tackling that seems more like Madden than the over-the-top sacking that Midway's game made famous (you can't even pounce after the whistle's blown). Blitz fumbles even more by not including any multiplayer modes, but the extras, such as Trivia Mode and field goal kick practice preserve Blitz's hard-hitting fun for hard-core enthusiasts.



Despite its shortcomings, Blitz scores touchdowns with its game play and presentation. All 31 NFL teams show up, and they each have a few unique plays to bring to the field. The spoken dialogue is crisp and excellent, and the new camera angle captures the on-the-field action and depth by pointing the camera at the end zone instead of dangling it from an aloof bird's-eye view. NFL Blitz 20-02 may not pack the same punch as the previous versions, but it still features what Blitz fans love the series for—football action without the fuss. NFL Blitz 20-02 forgoes the strenuous sim setups and cuts to the chase.

COMMENTS: **George**—The running game is slow and the passing game is unpredictable. On the plus side, it does feature a large selection of plays. **Drew**—It lacks the cartoon brutality of its polygonal counterparts. **Andy**—It's a lot better than the Game Boy Color versions, but there's still a long way to go.

2½

- **Midway 32 Megabyte**
- **1 player**
- **31 NFL teams**
- **4 playbooks**
- AGE** ★★★★★
- ADULT** ★★★★★
- JUVENILE** ★★★★★
- ADULT** ★★★★★

EVERYONE Mild violence.
E



DISNEY'S ATLANTIS: THE LOST EMPIRE

Immerse yourself in adventure leagues beneath the sea.

Coinciding with the theatrical release of Disney's *Atlantis: The Lost Empire*, THQ's Game Boy Color version of the deep-sea adventure has stores this past summer. Now THQ's Game Boy Advance version is ready to make a splash, and it's a completely different platformer—spruced up with faster movement, responsive controls, sharp animation and realistic sounds. While the GBC version allowed you to play as Milo and the members of his crew, the GBA version ditches the character-swapping puzzle element for more straight-ahead platformer action with Milo starring as the only playable character.

What does the GBA version of *Atlantis* is that the 10-level sea quest gives you no compelling reason to play it. Collecting crystals isn't necessary (if



you find them all, the payoff is that you unlock the credits), while collecting all the Bonus Items earns you unlimited use of weapons. Having an endless supply of dynamite or boomerangs isn't a bad deal, but it's not something you desperately need, especially when the game is practically enemy-free. Since you can pretty much pass up the collectibles, the object of the game becomes reaching the exit, and that's thrilling only in the inexact timer levels.

Atlantis features fun cameos from the cast of the cartoon and lots of things to collect, so if you're all about exploring and scoring 100%, you'll have a little fun. But if you're not self-motivated, you might find little reason to keep an eye out for the Lost Empire.

2½

- **THQ 32 Megabyte**
- **1 player**
- **10 levels**
- AGE** ★★★★★
- ADULT** ★★★★★
- JUVENILE** ★★★★★
- ADULT** ★★★★★

EVERYONE Mild violence.
E



DRAGON WARRIOR MONSTERS 2

Adventure with two games and too many monsters.

Enix's latest spin-off from its *Dragon Warrior* RPG series comes in two versions: *Dragon Warrior Monsters 2: Cobri's Journey* and *Dragon Warrior Monsters 2: Turin's Adventure*. The critter-collecting Paks feature similar stories, but each game stars a different hero and features unique keys, which you can trade via Game Link Cable to its companion Pak to unlock new areas. The RPG game focuses on Pokémon-style breeding and battling, and Enix went nuts with the monster management aspect of the games. You can cross every monster with another to come up with all-new species, and you can mix-and-match well over 100 species and train them to be fighting machines. Enix should be commended for pumping up its mon-



ster mishmash with staggering possibilities, but only the most obsessive fans will get a kick out of finding the beasts—everyone else won't get much out of the quest, since the basic adventure is just a means of getting you to meet new creatures.

Enix's games are dead ringers for the *Zelda* GBC games, but beneath the graphics is a minimal quest. *DWM2* is really intended for completists who see deep into breed-and-battle RPGs, and the players who love catching 'em all for the sake of sport will love both versions of the game and the wretches they hold.

COMMENTS: **Alan**—It lacks the traditional charm and fun of a *Dragon Warrior* game. There's not much in the way of items, weapons or armor to find, so the entire game is really about nothing more than finding new and different critters. **Jenni**—The game has lots of breeding and a solid adventure. It's deep and complicated, and Pokémon fans who have already blown through *Crystal* might want to give it a try.

3½

- **Enix 32 Megabyte**
- **1 to 2 players**
- **Over 100 monsters**
- AGE** ★★★★★
- ADULT** ★★★★★
- JUVENILE** ★★★★★
- ADULT** ★★★★★

EVERYONE Mild violence. Mild language.
E

ALSO PLAYING THIS MONTH

GAMBIT RANGERS

- **Competition** 12 Megabits
- 1 to 4 players (local/network)
- Game Link supported (PlayStation 2 only)
- 40 levels

Competition's *Gambit Rangers* looks cartoony, but after one fast drive, each fan will realize that the game, busy cars deliver a variety of thrills and spills. One-handed and fan physics make skidding and weaving around corners a challenging test of driving prowess. Guide up with cool, stylized graphics, multi-tiered music, and fast-paced action. And at unique tracks and tons to tinker with, *Gambit Rangers* deserves to be one of the leaders of GBA racing this month.

BACKTRACK

- **Telegame** 32 Megabits
- 1 to 2 players (local/network)
- Game Link supported (PlayStation 2 only)
- 12 levels

Taking its best shot at the first-person shooter genre, Belgians canvas code to a solo play with the GBA's first Duke Nukem-style on-and-off game. The aggressive roboting 3-D effects and button-smooth movement keep the action on track, but the solo action and puzzle will keep only a few backsliding fans coming back. Everybody else will want to test their sights on BackTrack's star attractions: its excellent multiplayer modes.

LEGO ISLAND 2: THE BIGCASTLE'S REVENGE

- **1000000** Megabits
- 1 to 4 players (local/network)
- Game Link supported (PlayStation 2 only)

Don't confuse this with the GBC's simplistic *LEGO Island 2* that came out several months ago. The GBA version of *The Bigcastle's Revenge* has been rebuilt block by block, and it's a far superior adventure. Every step of the way, you'll come across diverse arcade minigames (over 200), snappy dialogues, and madcap side quests. With tight controls and multiplayer competitions, *LEGO Island 2* is well-constructed fun for all ages.

TAKE TANK

- **Take 2 Interactive** 32 Megabits
- 1 player

A character-based puzzle game along the lines of Solitaire's Key Hells, *Take Tank's* Duke Pinney and LodeRunner, long time you control of a flooding hero who must summon blocks to barricade rowing enemies and reach floodgates. The setup puts you in the puzzle, and boss characters and the need to weave maneuvering further face the platformer game with puzzle solving. Challenging and great fun, *Take Tank's* is now they're needed twice.

F-14 TOMCAT

- **Magnum** 32 Megabits
- 1 to 4 players (local/network)
- Game Link supported (PlayStation 2 only)

Tan and Burns No-Fly Zone, the Super NES dog-fighting game, is planned for another takeoff in *Magnum's* reworking of it for GBA. *F-14 Tomcat* flies high with the same Mach-and-roll scenarios, and the real-time action delivers top-gun tension—especially in the very playable Multiplayer Mode. Missiles, dogfights, mid-air refueling sessions and even more of the fun of the splash help *F-14 Tomcat's* flight soar above most arcade shoot-'em-ups.

MEN IN BLACK

- **Disney** 32 Megabits
- 1 player
- 4 playable characters
- 8 levels

Based on an animated series that was based on a movie that was based on a comic book, *Men in Black* for GBA is a side-scroller based on almost every standard platformer element: as either Jerry or Kay, you must climb ladders and sidekick to a hard-down alien case. Unleashing a special attack and decision make your drive encounters less clear than they should be, but *MIB* fans will love the game's attitude, unusual objectives and high-tech weapons.

SMOOS

- **Disney** 32 Megabits
- 1 to 2 players (local/network)
- Game Link supported (PlayStation 2 only)

If you replaced the bubbles in *Bust-A-Move* with happy faces, you'd have *Smoo*. Based on a popular computer software program, *Smoo* checks faces as well as letters to fire color-coded arrows into matching groups of pieces to eliminate them. The strategy just like *BAM*, but *Smoo* isn't a puzzle game adds a few new power-ups and some desert graphics and sound. It's nothing new, but it's enough to tide over *BAM* fans with its precision puzzle game play.

ESPN & GAMES SKATERBOARD

- **ESPN** 32 Megabits
- 1 player
- 8 riders

Chasing not to age too far from Tony Hawk's Pro Skater, *Skaterboard* is a skating game built on bagging arcade collectibles and stunts with what ESPN's *G* Games are all about—exciting showmanship. Easy-to-buy trucks and combos galore are the highlights of the game, and slick snap-out camera angles highlight the action at hand. The entire session is about tricks and bag combos, and if you like tests of manual dexterity, *G* Games will keep your fingers busy.

MX 2002 FEATURING BARRY CARTER

- **THQ** 32 Megabits
- 1 player
- 24 riders
- 17 levels

MX lets the real life in a dirt bike race and keeps your game starring super-cross superstar, Barry Carter. The ride is exciting once the steering is tight and the beauty of tracks snail every which way. A multiplay or race would've been nice, and the start work is limited, since you pretty much need to be airborne to bust them out. Still, *MX 2002* makes the most out of what it delivers—plenty of ways to ride and plenty of places to go to.

STUART LITTLE: THE JOURNEY HOME

- **Activision** 32 Megabits
- 1 player
- 8 levels

Just because Stuart Little *The Journey Home* is meant for younger gamers who love the talking mouse's movie, don't dismiss *Activision's* platformer as some Midway Mouse attempt at a game. Kid-friendly but never neutering, *Stuart Little* from the series that started with eight mouse weeks of side-scrolling action and edifying Disney *C*uro graphics and starbuck to random make Stuart come alive, and the charm and wit of this game are sure to appeal to the tots like those to a mouse.

WORLD WRESTLING FEDERATION: RETNAAL

- **THQ** 32 Megabits
- 1 player
- 4 playable characters
- 4 levels

Despite the fact that you can play as The Rock, The Undertaker, Steve Austin or Triple H, none of *Retnaal's* when-burn action takes place in a wrestling ring. Surprisingly, the basic left-up can't even a wrestling game—it's a side-scrolling street fighter akin to *Final Fight*. A history of cheesy story, fun weapons and multiple hits to that power up to a finishing slam will make *Retnaal* the people's champ for wrestling fans, but its spotty controls and more than a word of growing will leave others alone cold.

ZENIX: WARRIOR PRINCESS

- **THQ** 32 Megabits
- 1 player
- Game Link supported (PlayStation 2 only)
- Game Link supported (PlayStation 2 only)

She might have better show (and her head), but *Zenix* has on a big plot. Like a modest, graphically bland version of *Zelda*, *Zenix* takes a role as an adventure game with the usual maze running, swordplay and riddle solving found in the genre. The best part of the game is its quirky dialogue and the game's compatibility with *THQ's* *Memoria*: *The Legendary Journey*. *Zenix* can journey to new areas in *Zenix's* game and war-versa, and that saves the game from being a Greek tragedy.

W2

- **THQ** 32 Megabits
- 1 to 2 players (local/network)
- Game Link supported (PlayStation 2 only)
- Game Link supported (PlayStation 2 only)

Turning left into a number game, *W2* shows a block-buster with numbers in the number-number-matching challenge. To clear lines, you must sandwich numbered pieces around their blocks, and the numbers in the end pieces must match the number of pieces in between. *W2* is tough from the get-go since matching numbers and counting blocks isn't a second-nature task that lends itself to speed. Do the math, unless you're a left-brained thinker, the difficult premise won't necessarily equal fun.

THE LAMB DYNASTY TIME

- **Competition** 32 Megabits
- 1 player
- 20 levels
- 4 playable characters

Some time between creating the game, *Dragon's Lair*, and the animated movie, *Titan A.E.*, animator Don Bluth created the *Dragon's Lair* cartoon, *The Lamb Dynasty Time*. For *Competition*, its *Jurassic* juveniles have inspired *Competition's* 20-hour side-scroller, and gamers can play as Littlefoot and three of his friends. *Dragon's Lair* special abilities, and aside from hopping across platforms, the game is about summing the right character for the situation. Don't expect bronco-rod thrill—just breezy fun.

WOOLY WOODPECKER

- **GoodGame** 32 Megabits
- 1 player
- 10 levels

After *Krohot* and *Splinter* are kidnapped, *Woody Woodpecker* takes up on a 10-level rescue mission. Start headfirst from the forest to a Mexican town to reach *Splinter* Park. The generic, side-scrolling action won't fulfill many feathers, but the areas are large and well laid out, stacked with plenty of items to collect, zero power-ups to wield and tricky areas to reach. *Woody Woodpecker's* game of fun has nothing to go outside over, but it's as fast as wacky and colorful as *Woody's* cartoons.

KEY

ESRB RATINGS

To get the ESRB, call 1-800-771-7777.

The Entertainment Software Rating Board evaluates each game's content and assigns one of the following ratings to reflect the appropriate age group for the game.

Early Childhood (E) Kids (K) Teen (T) Mature (M) Adults Only (AO) Rating Pending (RP)

★★★★★ Wicked!!!! ★★★★★ A Insult ★★★★★ Ballyhoo

★★★★★ MoreHorror Fans ★★★★★ Kinky scary ★★★★★ Rotten

★★★★★ Wicked!!!! ★★★★★ A Insult ★★★★★ Ballyhoo

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CRITICAL MASS

Each game's overall score is an average of all of the critics' scores. To describe their unique, personal tastes, each of NP's diverse critics has ranked 10 game genres in order of preference, with the favorite type of game appearing first.

NAME: JAMES

AGE: 18

CRITIC: JAMES

GENRE: ACTION

FAVORITE: ACTION

NAME: JAMES

AGE: 18

CRITIC: JAMES

GENRE: ACTION

FAVORITE: ACTION

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Luigi's Mansion



Mario is missing, and it's up to Luigi to locate him inside the haunted halls of Luigi's Mansion for Nintendo GameCube. Be with us next month as we take the grand tour of Luigi's new digs.

Super Smash Bros. Melee Preview



It's mascot melee madness on the GCN! We'll go out of Peach's frying pan and into Bowser's fire breath to take a closer look at Super Smash Bros. Melee.

Super Monkey Ball



We'll really get the Monkey Ball rolling in November as we take a closer look at Sega's super silly party game for GCN. It's more fun than a barrel of monkeys!

Golden Sun



RPG fans, mark your calendars for November, when Nintendo Power takes a look at the highly anticipated Golden Sun for Game Boy Advance. The sun never sets on the Game Boy Advance's empire!

NINTENDO POWER
BACK ISSUES

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Luigi's Mansion



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- WILD LAND 4

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